Stonemaier Games presents

SCYTHE

THE RISE OF FENRIS

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AUTOMA DESIGNED BY MORTEN MONRAD PEDERSEN, DAVID J. STUDLEY, AND LINES J. HUTTER

Based on the characters and the "World of 1920+" created by Jakub Rozalski.

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The Rise of Fenris is the conclusion of the Scythe expansion trilogy (though no previous expansions are necessary to play *The Rise of Fenris*). It can be played as a **campaign expansion** (8 sequential episodes, see below for instructions) and/or as a **modular expansion** (11 different modules that can be mixed and matched per your preferences).

MODULAR EXPANSION

The modular elements of this expansion are revealed throughout the campaign, but the campaign isn't necessary to use the modules. If you prefer to skip the campaign and just go right to the modules (including the fully cooperative module, which isn't part of the campaign), proceed to page 50 for instructions.

CAMPAIGN EXPANSION

Each "episode" of this campaign allows players to experience a specific event or turning point in the story of Scythe and these games will reward players who adapt to the goals of the current episode, rather than simply following traditional paths to victory.

HOW TO AVOID SPOILERS: If you choose to play the campaign, do not open, look under, or look through any of the tuckboxes or punchboards. You can instead perform a component check by ensuring all tuckboxes (A-E) and punchboards (1-6) are present. If any are missing, please submit a request at stonemaiergames.com/about/replacement-parts. **If you decide to spoil the contents of the tuckboxes in advance, open ALL of them—not just SOME of them—before deciding if components are missing.**

The Rise of Fenris is an 8-game campaign, and is fully replayable and resettable (it is not a legacy game). The ideal experience is to play with the same players throughout the campaign, though it is not required. Fluctuating player counts are executed as follows:

- **To add a player mid-campaign,** let them select an unused faction mat and give them an equitable status on their campaign log (compared to other players at the time).
- **To temporarily drop a player mid-campaign,** simply set aside their accumulated tokens and campaign log until they rejoin.
- **To permanently drop a player mid-campaign,** return their faction mat and any accumulated tokens to the general supply.

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WINNING THE CAMPAIGN

The winner of the campaign is the winner of the final episode—a culmination of the events and individual factions' improvements leading up to it. There is also the chance for some small bonuses to supplement your final score, which will be revealed after Episode 1.

While you will accumulate wealth from game to game, it functions solely as a way to enhance your faction through optionally purchased modifications during the campaign (only the coins earned during the final episode will impact the overall winner). So use your resources and wealth, create a faction that is strong and adaptable, and prepare to decide the fate of Europa!

A FEW OTHER NOTES

IF YOU'RE NEW TO SCYTHE: Players new to Scythe should play a game or two of regular Scythe before starting the campaign. The first episode is very similar to a standard game, but important decisions and consequences will arise from the beginning, so it will help if all players are familiar with Scythe.

COMPATIBILITY: The Rise of Fenris is fully compatible with Invaders from Afar. Certain episodes are also compatible with the airship and resolution modules in The Wind Gambit.

THE AUTOMA

AUTOMA

This rulebook describes the rules needed to play Scythe: The Rise of Fenris with the Automa (solo mode).

We strongly recommend not playing The Rise of Fenris with The Automa until you have mastered the Automa rules from Scythe.

A few years ago, by request, we wrote semi-official variant rules for playing with 3 or more players where any number of them could be Automas. Those rules are printed at the end of this rulebook.

In addition, compatibility notes are interspersed, as needed, in the main rules, italicized in an Automa box like this.

Note that we still consider this only a semi-official variant, but, given its popularity, we included it here.

If you are only interested in standard solo play against one Automa, you should ignore the italic sections.

CAMPAIGN DETAILS

STORY TEXT: Each episode of the campaign includes opening and closing narratives. Also included is a very brief summary of the opening narrative. If you don't want to spend time reading the full narrative, you can use these brief summaries to learn the key story elements of each episode.

FACTION MATS: Each player will use the same faction until the rulebook indicates otherwise. You will carry over everything on your Campaign Log if/when you change factions.

PLAYER MATS: Just like in regular Scythe, randomly select new **player mats** every episode.

DICE: This expansion includes 2 custom dice. The rules will tell you when to use these dice.

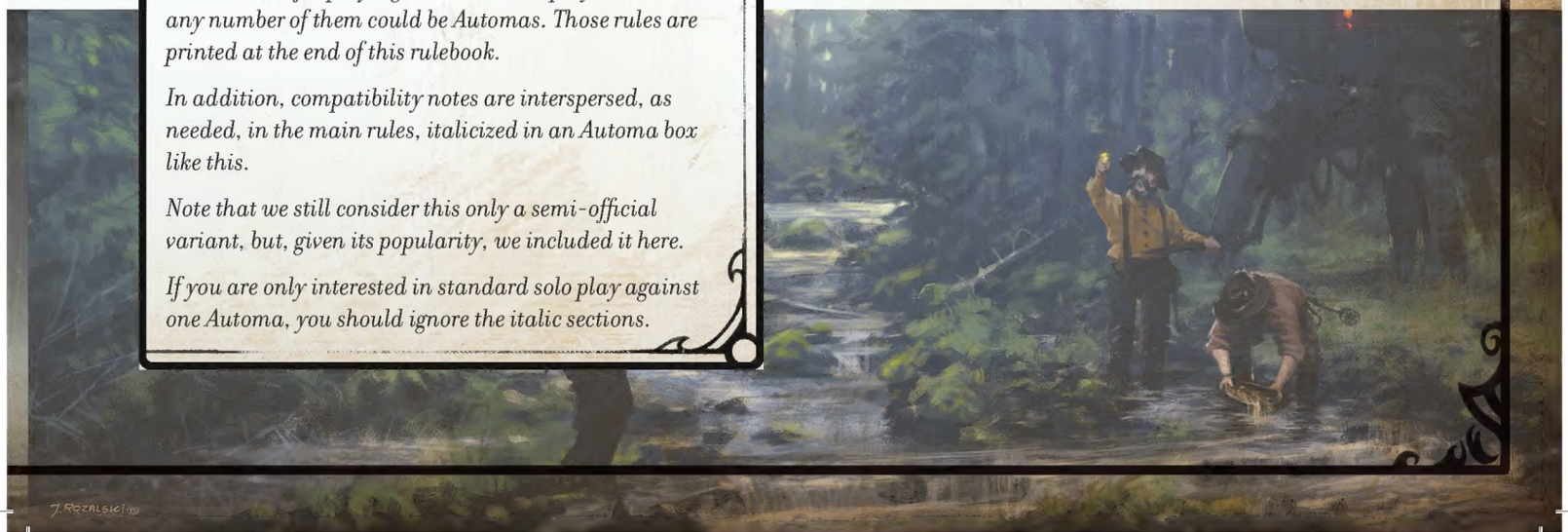
END-GAME TRIGGER: End-game triggers are the same as regular Scythe, unless otherwise noted under "Special Rules."

WEALTH: After gaining coins from all scoring categories at the end of an episode, add your end-game coins to your total under the Wealth section of your Campaign Log.

- Although Wealth carries over from game to game, it is a global resource rather than an in-game resource, so you will only start each episode with the coins listed on your player mat, plus any **Setup Bonuses** from your Campaign Log.
- When you spend Wealth, cross out the old total and note the new total on your Campaign Log.

OUTCOME: For each episode, there are outcome and reward sections. Do not read these sections until the episode ends.

REWARDS: Based on the narrative and mechanisms in each episode, players will often benefit from exploring different strategies and pursuing the goals presented to them by the episode's setup and modifications. These goals will yield a range of rewards, from an extra token or bonus to the contents of one of the tuckboxes. They're persistent (they'll carry over from game to game) and should be noted on your Campaign Log. **Use a plastic bag to store new tokens you acquire.**



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CAMPAIGN LOG

Each player should use a Campaign Log to track their progress throughout the campaign. There are places to track everything, including Mech Mods and Infrastructure Mods, if you do not wish to bag these things for each player.

1. **VICTORIES:** In the "Victories" section, mark the box for each episode that you win during the campaign.
2. **WEALTH:** Use the "Wealth" section to track your Wealth over the course of the campaign, both income and expenditure. At the end of each game, add your coins (your final score for that episode) to the "Wealth" section.
3. **MODS:** Record your acquired Mech Mods and Infrastructure Mods here for future reference (these will be introduced later in the campaign).
4. **SETUP BONUSES:** Rewards gained during some episodes may include a "Setup Bonus," which you track on your Campaign Log. Mark an X for the item you wish to obtain (e.g., $1, 1 Power, or 1 Popularity), as it will serve as a permanent addition to your setup for all subsequent episodes. Each Setup Bonus has a maximum limit as indicated on the Campaign Log.
5. **PERKS:** Players may use their Wealth to purchase 1 Perk during the setup of an episode (subtract the cost from the Wealth on players' Campaign Logs). After purchasing a Perk, check it off your Campaign Log and immediately gain the benefit.
   - You may use each of your Perks exactly once throughout the entire campaign (and only 1 per episode).
   - If players care about the Perks selected by opponents, choose in player order.
   - For the +2 resources Perk, place the resources you choose on one of your starting territories.
   - For the +1 Worker Perk, place it on one of your starting territories.
6. **TRIUMPH LOG:** Use the Triumph Log to record the stars earned in each episode. At the end of each game, check off the box for each star you placed on the Triumph Track, with a limit of one per category. Check the box in Row 1 after the first time you earn a given Triumph, Row 2 the second time, and so on.
   - You may only check a star in a column once per episode (e.g., If Saxony places more than one star for Objectives, they may only check only one "Objective" box for that game).
   - Every time you complete a row or column, you will unlock a $25 end-of-campaign bonus. This money only applies after the final episode of the campaign, and it is the only way to add bonus money to your final score before determining the ultimate victor of the campaign.
   - Your total stars on the Triumph Log will have an important impact near the end of the campaign. Total victories and remaining wealth will also play a role, though a more minor one.

STOP HERE

Do not proceed to the following sections about mech and infrastructure mods until directed to do so during the campaign.

Skip ahead to the Backstory (page 8) or Episode 1 (page 14) to begin The Rise of Fenris.
If you are using Automa (solo play) for the campaign, first read page 5.

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GENERAL AUTOMA RULES

The Automa will use its campaign log with the changes described below.

GAME SETUP

1. The Automa doesn't purchase or use Perks.
2. From Episode 3 onwards do this:
   a. Give the Automa everything listed in the Mods sections of its Campaign Log (see Mods).
   b. These gains can't take the Automa beyond the number of items it may normally possess. For example, it cannot get more than 8 workers, even if its Mods dictate otherwise.

TRIUMPHS

In Scythe, an Automa places stars in two ways: either by accomplishing a goal on the Triumph Track (as a human player does) or by reaching a star space on the Star Tracker card. In The Rise of Fenris, the Automa places all of its stars on the Triumph Track, following these rules:

- Each episode, different stars can be placed normally by the Automa. These are identified in the Skip Triumphs section. Skip these spaces on the Triumph Track when placing the stars triggered by the Star Tracker card.
- When placing a star triggered by the Star Tracker:
  - Roll 2 six-sided dice (or 1 die twice) and choose the lower number.
  - Move that number of spaces on the Triumph Track from left to right and skipping any spaces in the Skip Triumphs section as well as any on which the Automa already has a star.
  - Place the star on the space where you stopped counting.
  - If you pass the rightmost valid Triumph space, continue counting from the leftmost valid Triumph space.

THE TRIUMPH LOG

The Automa records its stars on its Triumph Log in the same way you do. When the Automa has gained a ⚔ Triumph it will put a check mark in a ⚔ column on its Triumph Log that has the most check marks, but isn't completely filled.

In some episodes, players earn stars that can be "used for any category." For each of these, fill the first empty space on the Automa's Campaign Log using normal English reading order on the Triumph Log.

SETUP BONUSES

When gaining Setup Bonuses, the Automa always picks the coin bonus.

DIFFICULTY LEVEL

You can change the difficulty level between episodes if the challenge is not to your liking. Alternately, you can use this variant to automatically adjust the difficulty.

During setup of every episode:

1. Subtract the number of episodes the Automa has won from the number you've won.
2. Advance the Star Tracker token that many spaces on the track (in addition to any other movement of the token).
3. If the total number of spaces becomes negative, it will take one or more turns for the Star Tracker token to enter the track. Use some of the Automa's upgrade tokens to help you keep count.

With 3 or more players, if an Automa finished below a human that is its closest neighbor, it'll gain +1 on its Star Tracker. If it finished above a human that was its closest neighbor it get -1 on its Star Tracker. If it finishes between the 2 closest humans, there's no Star Tracker change.

EXAMPLE: You need to place a star for the Automa after triggering one on the Star Tracker card. You roll 2 dice and choose the lower number (5). Starting from the first free space, you count from left to right, skipping those spaces where the Automa already has a star and those excluded by the Skip Triumph section of the episode. When you reach the last valid space, continue counting on the first space again. This is the fifth valid space. Place a star for the Automa there.

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MECH MODS

Mech Mods are persistent improvements that will be unlocked at certain points in the campaign. These 41 tokens provide variable mech abilities that replace the abilities on your faction mat.

PURCHASING MECH MODS ($50 EACH)

1. At the end of each episode, after adding any coins earned in that game, use your total Wealth to purchase Mods.
2. Each player randomly draws 2 Mech Mods from the general supply and may buy them. Players all draw, then make their purchasing choices simultaneously.
   - When drawing Mech Mods, discard any duplicates (e.g., from your draw, Mods you already have, and abilities on your current faction mat) and draw replacements. You may only have 1 of each Mod.
   - Purchase any or all of the newly drawn Mods at a cost of $50 each. You may choose not to buy either Mod.
   - Unpurchased Mods are returned to the general supply.
3. You are limited to 6 total Mech Mods, as indicated on your Campaign Log. Purchased Mech Mods carry over from game to game (note them on your Campaign Log and keep them in your bag). Unpurchased Mech Mods remain in the general supply.
4. Remember, the purpose of your Wealth is to buy Mods, Perks, etc. Your total Wealth will not factor into winning the campaign.

USING MECH MODS

- During setup, you *may* choose to **replace** mech abilities on your faction mat with your Mech Mods. Set aside any extras (which may include all of your Mods—you are not required to use them).
- Certain Mech Mods have a symbol to indicate they cannot be used against non-player units.
- After an episode begins, you may not reorganize your Mods for the current episode.

MECH MOD CLARIFICATIONS:

- **ARMOR:** The attacker decides which card to discard.
- **FEINT:** After adjusting your combat dial, you must be able to pay the new Power total. You do not pay the original amount.
- **STEALTH:** If you use Stealth and another ability (Speed, Factory card, etc) to move through a territory where you would normally initiate combat, force workers to retreat, or trigger a token penalty, you completely ignore everything on that territory.
- **TACTICS:** Limited to once per combat.

MODS

Remove the "Spy" Infrastructure Mod tiles from any game played against the Automa.

At the end of Episode 2, and all episodes thereafter, the Automa buys as many Mods as it can afford—unconstrained by the number a human player would draw—up to the maximum of 6 of each unlocked type. Unlike you, the Automa does not draw Mod tiles to choose from. Instead, it gets a benefit for each Mod it gains, using the following steps and the Mod Benefit Table (see the next section).

1. The Automa will always use the Infrastructure Mod column if Infrastructure Mods are unlocked and if it has less than 6 of them on its Campaign Log.
2. Otherwise, it will choose the Mech Mod column.
3. In this case, if it already has 6 Mech Mods on its Campaign Log, or if the Mech Mods are not yet unlocked, it won't gain any more Mods.
4. For each Mod gained, the Automa draws one random Mod tile (Infrastructure/Mech as relevant) and removes it from the campaign.

Every time the Automa gains a Mod, write the benefit shown in the Mod Benefits Table in the appropriate spot on its Campaign Log, even if it's "No effect."

MOD BENEFIT TABLE

The Mod benefit gained by the Automa depends on the type of the Mod and how many of that type have been gained. Each benefit type is described in the next section, Mod Benefits.

MOD	INFRASTRUCTURE MOD	MECH MOD
1ST	Star Tracker +1	Gain stuff
2ND	Gain stuff	No effect
3RD	Remove card 4	Gain stuff
4TH	Star Tracker +1	No effect
5TH	Gain stuff	Gain stuff
6TH	Remove card 15	No effect

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INFRASTRUCTURE MODS

Infrastructure Mods are persistent improvements that will be unlocked at certain points in the campaign. These 32 tokens provide once-per-episode abilities that boost your economy.

PURCHASING INFRASTRUCTURE MODS ($50 EACH)

1. At the end of each episode, after adding any coins earned in that game, use your total Wealth to purchase Mods.
2. Each player randomly draws 2 Infrastructure Mods from the general supply and may buy them. Players all draw, then make their purchasing choices simultaneously.
   - When drawing Infrastructure Mods, discard any duplicates (e.g., from the draw and Mods you already have) and draw replacements. You may only have 1 of each Mod.
   - Purchase any or all of the newly drawn Mods at a cost of $50 each. You may choose not to buy either Mod.
   - Unpurchased Mods are returned to the general supply.
3. You are limited to 6 total Infrastructure Mods, as indicated on your Campaign Log. Purchased Infrastructure Mods carry over from game to game (note them on your Campaign Log and keep them in your bag). Unpurchased Infrastructure Mods remain in the general supply.
4. Remember, the purpose of your Wealth is to buy Mods, Perks, etc. Your total Wealth will not factor into winning the campaign.

USING INFRASTRUCTURE MODS

- During setup, place your Infrastructure Mods face-up in your play area.
- Each Infrastructure Mod may be used ONCE per game (flip it over). You retain the Mod for use in future episodes.
- Each Infrastructure Mod has a triggering event that tells when it may be used. It may only be used at that time.

INFRASTRUCTURE MOD CLARIFICATIONS

- **Machinery, Assembly Line, Construction, and Recruitment Office** all allow players to take actions without paying the associated cost. They do not provide bonus actions. You simply take the bottom-row action as usual, but do not have to pay the associated cost.
- **Automachines** doubles production output by workers and mills only for the turn on which you use it.
- **Spy, Propaganda, and Cavalry** are triggered by other actions. If you choose to use Spy, you must declare it at the very beginning of combat.

AUTOMA

MOD BENEFITS

REMOVE CARD X: The card with the indicated card number is removed from the deck for the rest of the campaign. Note: The card number is in the upper right corner of the green half, as shown.

GAIN STUFF:

- Draw an Automa card.
- In the appropriate Mod spot on its Campaign Log, record the items listed in the "Gain Stuff" section of the card's Scheme I (green half). Ignore any faction-specific items.
- The Automa will gain these benefits during the setup phase of each episode for the remainder of the campaign.

STAR TRACKER +1: During setup, advance the Star Tracker token 1 space on the Star Tracker card for each +1 recorded on the Campaign Log. This is in addition to other effects that might move the Star Tracker token during setup.

NO EFFECT: This Mod doesn't give the Automa any benefit but still counts as a gained Mod. Write "No effect" in the appropriate Mod spot on the Campaign Log.

BACKSTORY

As the nineteenth century drew to a close, the Industrial Revolution was in full swing with engineers and scientists testing the limits of power generated from steam, coal, and oil. Around the globe, nations raced to find the strongest and most efficient means of harnessing this power, and it seemed that every year a new technology revolutionized one industry or another. Farming, logging, mining—every industry was transformed, made more efficient and more lucrative. In the midst of this technological race, a scientist named Nikola Tesla brazenly squandered his life's savings—and the money of many investors—to build a town-sized "Factory" in the heart of Transylvania. Shortly after its construction, rumors began to flow from the Factory regarding the creation of wild experiments and fanciful machines, all of no discernable value.

Then, in 1901, an emissary from the "Factory" requested an audience with the Saxony emperor, offering him the chance to "be the first to witness the latest invention from the genius mind of Mr. Nikola Tesla—a world-changing creation, the likes of which has never been seen by humankind." The emperor, well aware of Tesla's reputation as a feckless dreamer, was amused by the audaciousness of the request and accepted, more out of curiosity than any belief in the emissary's claims. A month later, the emissary arrived, along with a small entourage transporting a large wooden crate. An air of spectacle hung around them, tinged with the confidence granted to one holding a precious secret. The emperor's curiosity was further piqued and he shifted slightly in anticipation. He knew the effect was pure theatrics, but he couldn't help the intrigue that slowly overtook him.

"If they are going to waste our time, I am glad they know how to put on a show while they are at it!" he chuckled to his wife. She smiled her condescending smile as she watched them position the crate for their grand reveal. Her husband had forced her to abandon a regular gathering to attend this farce, and she was eager for it to end.

The front of the crate had been loosened, and the emissary stood beside it and turned to face the emperor with a somber expression of reverence. Then, without further fanfare, the emissary spoke.

"Honorable Emperor of the great Saxony nation," he intoned solemnly, "I humbly submit, for your study and approval, the world's first automated walking machine." Untouched by the emissary, the front of the crate fell to the ground and from it emerged a four-legged machine. It was roughly the height of a man and moved on menacing, spider-like legs. It stopped, turned, and then climbed the steps toward the emperor, finally coming to a halt in front of the imperial court, silent but for the faint whir of machinery within. A hushed awe descended on those in attendance. Even the emperor's wife found her mouth—and her mind—stopped by what she witnessed.

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"The great scientist Nikola Tesla has spent the last five years of life and livelihood perfecting the 'automachine,'" the emissary said with the quiet confidence of one unfazed by the powerful and influential. "Available as large-scale, manually-operated 'mechanized utility suits' or smaller, independent 'automachines' such as this one, Mr. Tesla has harnessed all forms of power known to man. Soon he will exploit those as yet unknown as well. In every way, he has proven himself the ultimate scientist and inventor. All other technology may remain useful, strictly speaking, but it is now rendered obsolete. The Factory is the womb from which the future is born. Automachines are the future. Tesla is the future."

The emperor stood stunned. *I am but a child*, he thought. *All I have ever known is as nothing.* He turned slowly from the automachine to face this emissary from "the future" who had upset his entire world view in mere seconds.

"Thank you for sharing this with me today," he managed, relying on his decades of training in decorum to reorient himself. "It is quite impressive."

"It is merely a prototype," the emissary said. "As we speak, Mr. Tesla continues to improve his designs and to create new visions to reshape the world."

"I see," replied the emperor, "And these . . . automachines, you call them? They can replace the equipment we have now?"

"For smaller tasks, yes, the automachines may help in a variety of ways. For more taxing work, such as logging or mining, the large "mechanized utility suits," which require an operator, are more suitable. They can be configured to suit any purpose."

"Any purpose?" the emperor inquired. A faint smile appeared on the emissary's face.

"Any purpose."

The emperor's mind adjusted to the new world order surprisingly quickly. The promise of these machines serving "any purpose" sparked his imagination and his mind raced ahead to envisage the seemingly limitless possibilities.

"Is the esteemed Mr. Tesla seeking further investors?" he asked. The emissary's smile grew slightly.

"Mr. Tesla is open to new business relationships," he replied.

"And am I the first to see this invention?" The emperor's greed began to grip him. The emissary nodded. "Are there plans to share this with others?"

"Several such displays have already been arranged. Emissaries are transporting prototypes throughout Europa and will be meeting with the heads of other nations over the coming days and weeks."

So time is critical, the emperor thought. He smiled his most diplomatic smile.

"Thank you again for this impressive display. I would be most honored if you would join me for dinner to discuss these matters further."

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The automachine demonstrations had the desired effect. Although the prototypes sent to the nations of Europa were largely novelties, they captured the imaginations of all who saw them and many who didn't. Word spread quickly, and excitement grew to obsession over this new, largely unknown, and hardly understood technology. Every nation saw the possibilities presented by these mechanical wonders and soon they had all negotiated contracts with the Factory and had sent representatives to oversee the design of their own unique automachines and mechanized utility suits, customized for specific purposes, and to national aesthetics. The productivity gain possible in every industry was obvious from the outset, but it was the machine's defensive potential that generated the most excitement among the leaders of many nations. And excitement led to funding.

The mechanized utility suits, or "mechs," were more versatile, more powerful, and more imposing, and they became the focus of nations looking to defend themselves against their neighbors' hostile intentions, real or imagined. After the Factory's initial commissions were delivered, it became clear to Tesla that he could not keep up with the ever-growing demand, so he reluctantly took the advice of his daughter and sold the nations license to use his patents. However, he steadfastly insisted on selling only the more primitive designs used in the early commissions, saving the more advanced mechs and automachines for use at his own discretion. With these licensed patents, every nation began churning out armies of the lumbering mechs, while Tesla continued to amass a fortune that was rumored to rival that of entire countries.

In just a few years, the presence of mechs and automachines had become a mainstay in even the most idyllic countryside. The increased production had driven down the cost of the older, smaller mechs used as tools for work, and many of Europa's wealthier landowners had long since added entire stables of mechs to their farming, logging, and mining equipment. But these lowered costs were only made possible by an industry of war-ready monstrosities that was growing in size and quantity. The public became accustomed to these new tools and hulking war machines with surprising speed. Most still could not comprehend the machines, but they were seen, accepted, and before long passed into familiarity. Some complained of the noise or the smell or the oil polluting the land. Some argued for the "old ways," claiming that faster and more powerful was not always better. An ox-and-plow, a hand-pulled saw, a horseback cavalry—these engendered feelings of dignity and honor to some, and these new machines represented a dark and grimy future, full of terrifying unknowns. Yet these voices were rarely heard, and even more rarely given credence by those in positions of power.

There were exceptions though. The Khan of Crimea appreciated the agricultural benefits these new tools offered, but he was wary of over-reliance on them. It was his brash, bold daughter who stood transfixed by the machines, and it was she who saw their neighbors vastly improve their weapons of war and feared being left behind. In the end, the Khan loved his daughter more than the methods of the past, and he gave in to her insistence that they "modernize." The young and the powerful saw excitement and potential in these mechs, and they rushed headlong into the inevitable end of all technological revolutions.

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In 1910, the tsar of the Rusviet Union narrowly survived an assassination attempt. The assassin escaped, but Grigori Rasputin, the tsar's trusted advisor, claimed to have seen the accused and sent his men to track him down. Several days later, Rasputin produced a body bearing documents with the seal of the Republic of Polania, who, he said, had confessed to the assassination attempt before being executed. Polania denied these "vile, baseless accusations." Outrage at the attack and brazen denial grew throughout the Union, until only a few weeks later, Rusviet soldiers shot and killed several Polanian engineers in the vicinity of the Factory. The Republic of Polania bristled at this violation, and before long, militias were instigating skirmishes between the two nations as the people cried out for vengeance.

Europa had reached a tipping point. Flush with nearly a decade of prosperity, and eager to test the might of their newly assembled war machines, it took no time at all for these isolated skirmishes to stoke the fears of people across the continent, and they clung to their patriotism in response. Nations began engaging in more overt border struggles. Any slight, real or imagined, between rival merchants became a matter of national pride, security, and prosperity. Any opportunity to test a new weapon or claim a new plot of land evolved into a key operation in the name of national defense. Just a few months after the attempted assassination of the Rusviet tsar, the Great War had begun.

It had seemed so glamourous during the early skirmishes of the Great War, but no one was prepared for war on an industrial scale. In their eagerness to experiment with new weapons and tactics, Europa's generals did not consider the scope or consequence of their actions. In the opening months of the war, all the people saw were images of heroics and triumph. The new weapons were spectacular, awe-inspiring, and utterly horrifying. The mechs caused destruction that the mind could not fathom, and by the time they had come to terms with their new capabilities, every nation was so afraid of the terrific weapons of their enemies that they refused to stop using their own.

So the war dragged on, year after year. Death tolls registered in the tens of thousands, then hundreds of thousands. Civilians could do nothing but stand and watch and hope fate did not deliver them into the path of these warring juggernauts.

As the spring of 1916 gave way to an early summer, the war efforts escalated once again. This time, though, there was a sense of finality. It permeated everyone, from high-ranking tacticians, through to peasants working in the fields, and although there was no visible difference in the physical state of the world, the air seemed to hum with decisiveness. The people, the soldiers, and the leaders were tired of this war. The major players of the Great War limped through the summer of 1916, mustering the remnants of their forces and steeling themselves for the war's climax. Then, as though in response to some unseen signal, they all heaved forth in one final, violent outburst that was the Great War's death rattle. When the oily smoke cleared, only desolation remained, and the survivors crawled home, listless and broken.

The Great War had crippled every nation involved. Bereft and exhausted, the public met the end of the war with stunned and cautious relief. In the first few weeks of the cease-fire, most expected hostilities to reignite at any moment. Gradually, they became more comfortable, and even hopeful. Then, a few weeks after the fighting ceased, formal truces were announced between several of the nations.

For now, it seemed, the rulers and politicians had had their fill of war, and the citizens of their nations were all too happy to begin the rebuilding effort. However, the military leaders of the world would not forget the lessons they learned, and the new technologies developed during the Great War would not simply sit in the armories, gathering dust.

From the outset, Tesla had known that his machines had the potential for death and destruction. But in his eagerness to test his inventions, and to finally profit on their potential after so many years of ridicule and financial losses, he never truly considered the devastating potential of his designs.

In his mind, the machines' capacity for destruction had been theoretical at best. He raced ahead of the world's leaders in his eagerness to explore his technology. Where they sought power, he simply sought the limits of his ability.

Perhaps he had simply envisioned one mech squaring off in an honorable battle against another, like dueling knights in greasy, mechanized armor, with the casualties being counted in replacement parts and oil stains, and maybe even the occasional killed operator. Perhaps he had never imagined them in actual battle at all, but it seemed clear that he never imagined these industrial war machines pitted against human flesh.

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Whatever he imagined, it did not match reality. His mechs were certainly used in battle, but they never replaced soldiers and cavalry. They supplemented them. And they overpowered them.

Tesla did not entirely believe the early reports from his ambassadors regarding the destruction being wrought by his machines. Who would send soldiers into battle alongside these behemoths? Were they madmen? The war's early reports had told of scores of soldiers slaughtered in mere moments.

As the years wore on, tactics adapted, but it was rare for infantry or cavalry to survive more than a few battles in which the mechs were involved. However, it was the civilian casualties that pushed Tesla over the edge. The armies had shown little discretion in applying their new machines of death and there were unending reports of farms targeted for attack, or nearby villagers simply getting caught in the crossfire.

Eventually, Tesla had to see for himself, and he left his work and his Factory and toured the countryside.

He saw bodies everywhere.

Soldiers.

Horses.

Farmers.

Families.

Children.

And he realized that these were just the ones that had not been retrieved yet, lying in fields, ditches, streams, barns, houses.

He reeled. Some say he went mad. Whatever the case, he retreated to the Factory, ceasing all manufacturing and dismissing his workers. He took his daughter, closed the Factory doors, and together they disappeared.

This is where the story of Scythe began. Scythe started with the core game, expanded with Invaders from Afar, and took to the skies with The Wind Gambit. Now it is time to complete the Scythe expansion trilogy.

WELCOME TO THE RISE OF FENRIS.

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EPISODE 1: A NEW ERA

MARCH 1921

The nations of Europa clung to a fragile peace in the aftermath of the Great War. Small skirmishes occasionally broke out between nations here and there, but generally the peace held as each nation struggled to recover and rebuild their economy, government, and military.

The Factory city-state remained closed, though much of it was still accessible. It seemed Tesla had retreated quickly, as the Factory still contained many wonders that the curious person could access with only a little ingenuity—as several had done over the past few years. Yet, there is a large inner hold that remains locked tight, and no one has yet penetrated it.

However, the winds of fate change quickly, and the ravaged nations of Europa know that peace is never guaranteed. They have just begun to feel comfortable again, after years of sluggish recovery, but without a clear victor after the Great War, Europa lacks direction and international tensions continue to simmer.

No one wants to be responsible for reigniting the war, so most skirmishes remain isolated affairs, quickly hushed up. There are reports from the countryside of strange soldiers with glowing eyes, but these are largely disregarded as the tall tales of peasants stirring up trouble or seeking attention. Faction leaders are much more focused on making names for themselves. Europa stands on the precipice of a new era, but its ultimate fate remains undecided.

STORY SUMMARY

In the aftermath of the Great War, the nations of Europa cling to a fragile truce as they continue the rebuilding process. Reports of soldiers with glowing eyes are largely ignored as each nation continues to recover both its economy and defense abilities. Europa is at a crossroads, and its ultimate fate remains undecided.

SETUP

1. Set up the game as usual, selecting/randomizing faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. Reveal 1 random objective card from the deck and place it next to the Triumph Track. Players may achieve the revealed objective (place a star on it) in addition to the objective on the Triumph Track.
3. Place 1 Influence Token (punchboard 1) on each of the 10 spots on the Triumph Track. Also place 1 Influence Token on the objective card revealed in Step 2.
4. For this game only, all players may use 1 Perk for free.
   a. Each Perk may only be used once throughout the campaign. Mark your selected Perk on your Campaign Log and immediately gain the benefit.
   b. There are 7 Perks per player to be selected throughout the 8-game campaign.

SPECIAL RULES

Whenever you place a star, if you are the first person to place a star in that category, take the Influence token from the Triumph Track and place it on your faction mat. These tokens will be used at the end of the game to determine which path the next episode will take.

Both combat victory categories on the Triumph Track are available for the same or different players to gain the "first-to-achieve" Influence tokens (see in-game example below--both the blue and red players have won combats and claimed Influence tokens).

EPISODE GOALS

- Earn Influence tokens
- Win the game

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

EPISODE 1

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

- The extra objective acts as the first Triumph Track space when placing stars gained through the Star Tracker card.
- The Automa gains Influence tokens as you do.
- When winning combat, the Automa will place its star on a combat Triumph space with an Influence token, if possible.

EPISODE REWARDS

The Automa gains 1 extra Influence token as per normal rules and votes based on the number of Influence tokens it has:

1. If it has an even number of tokens, it uses all its tokens to vote for WAR **(Episode 2a)**.
2. Otherwise, the Automa votes for PEACE **(Episode 2b)**.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Stars earned from the revealed objective card can be used for any 1 category on your Triumph Log.
3. Give each player 1 Influence token (in addition to any earned by placing stars during the game). If there are not enough remaining for higher player counts, substitute $1 coins for this purpose.
4. Players now use their Influence tokens to vote on the course of the next episode: Do the factions of Europa seek WAR or PEACE?
   - If you want the next game to focus on combat and interaction, vote for War (conceal tokens in your left hand).
   - If you want the next game to focus on engine-building and infrastructure, vote for Peace (conceal tokens in your right hand).
   - You may have tokens in each hand.

   All players decide secretly and reveal simultaneously. If the majority of tokens indicate a preference for War, proceed to Episode 2a. If the majority of tokens indicate a preference for Peace, proceed to Episode 2b. If there is a tie, the player who won Episode 1 decides either War or Peace.
5. Return all Influence tokens to the general supply after voting. Players do not retain their Influence tokens for future games.
6. There are no special rewards for this game.

EPISODE 2A: WAR
OCTOBER 1921

National growth brought with it comfort, and with comfort, people had become restless. No longer facing a mortal threat, and basking in the midst of another sudden boom, their priorities had drifted, and the tales of the Great War had taken on a mythic, romantic air. Yet, governments still feared each other, and the possibility of being victim to an attack compounded to blur the lessons of the past. And so, skirmishes led to battles, and now war seems imminent once again.

Many nations dread the possibility of a new war so soon after the last, but others push and prod and the threat they pose soon erases those fears, replacing them with more existential concerns. Once again, Europa stands poised on the brink of war.

STORY SUMMARY

In the midst of the most dramatic boom in the history of Europa, the memory of the Great War's horrors have faded, and fear of being made victim leads the world back toward war.

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. Remove Objectives 7, 13, 15, 20, 22, 23, and 27 for this game.
3. Overlay the War Triumph Track on top of the Triumph Track.
4. Place 1 additional worker on each of your starting territories.
5. Place 1 structure on each of your starting territories.
6. Take 3 upgrades of your choice on your player mat.
7. Add 4 to your starting popularity.
8. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.
9. Proceed to follow the rules for Rivals.

EPISODE GOALS
- Deploy mechs
- Win battles
- Win the game

RIVALS

SETUP: After all other setup steps are complete, you may declare "rivals" by placing 1 or more of your stars on other players' home bases. You may place up to 4 of your stars this way, and you may place multiple stars on the same home base. All players do this simultaneously.

GAMEPLAY: A player is your rival as long as you have 1 of your stars on their home base. If you win a combat against a rival, remove 1 of your stars from that player's home base, place it on the Triumph Track, then gain $5.

- Whenever you win combat, you may remove 1 of your stars from ANY opponent's base and place it on the Triumph Track, but you only gain the $5 bonus if the star comes from the base of the defeated opponent.
- Stars on an opponent's base may only be retrieved and placed on the Triumph Track through combat.

WAR TRIUMPH TRACK

The War Triumph Track has several differences from the traditional Triumph Track:

- Place a star for 6 Upgrades OR 4 Structures. You may not place a star for both.
- All players may place up to 4 combat stars. Saxony can still place unlimited combat and objective stars.
- Place a star for having 8 Combat Cards in your hand at the end of your turn.
- There are no stars for placing all 8 workers or maximizing Popularity on the War Triumph Track.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE WAR TRIUMPH TRACK.

OUTCOMES

It did not take long for the horrors of war to return vividly and violently to the minds of everyone in Europa. Even the most glory-hungry soon lost their rose-tinted view of the Great War after hostilities flared again, with the violence ending quickly but indecisively.

The damage to international relations would take even longer to heal this time. Many, even in top government positions, were surprised at how quickly conflict had reignited. Fear and suspicion festered as leaders tried to assess the intentions of their counterparts across the continent. Adding to the suspicion were rumors about activity in and around the Factory. Many interlopers had stolen into the Factory since it had been closed, but much of it remained sealed, and that mystery stoked all manner of fear and speculation.

Amplifying concerns was the fact that people still had no idea of Tesla's whereabouts, and curiosity on that matter became an international obsession. Then, one day, carrier pigeons began arriving in the capitals of every nation that had dealt with Tesla in the lead up to the Great War.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Stars earned from new categories on the War Triumph Track (2 extra combat stars, 8x combat cards star, and the combined structure/upgrade star) can each be used for any 1 category on your Triumph Log.
3. **MECH MODS:** Reveal the concept of Mech Mods by reading their rules (page 6) and make those tokens available from the punchboard. Only Mech Mods are available to players at this time.
   a. Draw 2 Mods plus 1 Mod for each mech you deployed this game. Keep 1 for free, then you may also purchase any of the other Mods you drew for $50 each.
   b. Remember, wealth earned in Episodes 1-7 is not used to determine the winner of the campaign, so spend it to improve your empire!
4. You will not use the War Triumph Track and Rivals rules in future games.

EPISODE 2A: WAR

AUTOMA

For compatibility with the modular rules at the end of the rulebook, some of the rules here are labeled RIVALS or WAR TRACK.

WAR TRACK SKIP TRIUMPHS

SETUP

- Place the Automa's popularity token on space 14 of the popularity track (thus it gains more coins).
- Place 2 workers on its base in addition to the 2 already placed on the board.
- Place 1 mech on the Automa's home base.
- Advance the star tracker token by 3 spaces.
- Draw 3 random Automa cards:
  - Give the Automa everything shown in the "Gain Stuff" section of each card's Scheme II (red half), ignoring faction-specific gains.
  - Reshuffle the Automa deck after doing this.

RIVALS Place 2 of the Automa's stars on your home base.

With 3 or more players, place 1 star from each Automa onto the home base of each of its two neighboring opponents.

SPECIAL RULES:

Triumphs

WAR TRACK The Automa does not place a star for possessing 8 combat cards (it may place there when rolling for a random star placement).

RIVALS The Automa gains $5 when placing a star from your base.

If you're 3 or more players and the Automa has a star on a home base, but not on that of the player it beats in combat, take the home base star closest in a clockwise direction to that player's base.

RIVALS Movement

For all Move actions, the following special tiebreaker is added before all other tiebreakers when choosing destination territory:

TIEBREAKER 0: Territory closest to any unit belonging to a player on whose base the Automa has a star.

RIVALS Encounter/Factory Action

1. If the Automa has a star on an opponent's home base and 5 or more power, instead perform an Attack Move vs. Combat Unit targeting that opponent.
2. If the Automa plays Albion or Togawa and wins combat, it will place a flag/trap, even if the Automa used a Mech.
3. If step 1 didn't lead to combat, the Automa carries out the Encounter/Factory action as normal.

EPISODE REWARDS

- The Automa gains 1 free Mod in addition to buying them as normal (see Mods).
- If the Automa earns the Triumph, check off a space on the Triumph Log for either upgrades or structures — whichever has the most checkmarks but isn't full. If they are tied, choose .

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EPISODE 2B: PEACE
OCTOBER 1921

Peace continued to prevail for a time. People remembered the horrors of war well enough, and they had little interest in returning to those days.

There were those who attempted to push the world into war, but most remained wary of the potential of these great weapons, and the pressure of the majority suppressed the violent tendencies of the few. Ultimately, the incentives for war were simply too low and the costs too high, and so even the skirmishes have all but ceased.

In lieu of war, these world leaders focus their attention on continued productivity, and their infrastructure grows exponentially. They have established new national objectives and prioritized expanding their influence through ties with locals throughout the land. Their economies boom, and this prosperity brings new confidence and new alliances. It seems that they might actually achieve an enlightened era of peace and prosperity.

STORY SUMMARY

The nations of Europa have managed to avoid a return to war for now. Instead, most focus on the growing prosperity that these new machines could provide and proceed to build up their infrastructure.

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. Make the Alliance tokens available from the punchboard.
3. Overlay the Peace Triumph Track on top of the Triumph Track.
4. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

EPISODE GOALS
- Build structures
- Win the game

ALLIANCES

SETUP: Each player starts with an Alliance token that has their faction and a coin amount on the front and -$10 on the back. The other Alliance tokens are returned to the box.

GAMEPLAY: At any time during your turn, if you have your faction's Alliance token, you may propose an alliance with another player who has their own Alliance token. If they agree, switch tokens with that player and gain the coin bonus on the token you receive from the general supply. You now have their faction ability as noted on the token in addition to the ability on your faction mat.

In games with an odd number of players, the moment you become the "odd man out," gain $5.

If you ever attack a player who has **your faction's Alliance token** or force their workers off a territory, you must flip over the token you have. You no longer have that faction ability (the other player keeps your token with the ability face up).

During end-game scoring, if the token you have is showing -$10 (i.e., you broke the alliance), lose $10.

PEACE TRIUMPH TRACK

When using the Peace Triumph Track, remove Objective 23 from the Objective deck. Saxony starts with 3 objective cards instead of 2 (this compensates for the removal of combat stars).

The Peace Triumph Track features these changes:

- Place a star for 4 mechs OR 4 recruits, but not both.
- All players may place stars for 2 Objectives. After you place your objective star, instead of discarding your other objective card, draw another objective card (if available—do not reshuffle discarded objectives).
- Place a star for claiming 3 encounter tokens.
- Place a star for achieving 13 popularity.
- Place a star for gaining a Factory card (place your star on the same turn that you gain the Factory card).
- Place a star for controlling 16 total resources (these resources do not need to be on the same territory).
- No stars are placed for combat victories or 16 power.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE PEACE TRIUMPH TRACK.

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OUTCOMES

Morale continued to grow, and albeit slowly, each nation's economy recovered. Wealth and personal security have always been quick ways to improve citizens' mood, and as it began to look like the peace would hold, the populace of Europa relaxed and settled into the pleasure of safe, routine life.

The Factory remained closed. Occasionally people would make their way in and explore, seeking some new technology Tesla had been working on, and although parts of the Factory remained inaccessible, most interlopers left with some new technological delight.

No one had any idea of Tesla's whereabouts, and curiosity on the matter became an international obsession. Then, one day, carrier pigeons began arriving in the capitals of every nation that had dealt with Tesla in the lead up to the Great War.

END-GAME SCORING

If you broke your Alliance during the game, deduct $10 from your final score. Your end-game score can never be less than $0.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Stars earned from new categories on the Peace Triumph Track (16 resources star, Factory card star, 3 encounters star, second objective star, and the 4 mechs/4 recruits star) can each be used for any 1 category on your Triumph Log.
3. **INFRASTRUCTURE MODS:** Reveal the concept of Infrastructure Mods by reading their rules (page 7) and make those tokens available from the punchboard. Only **Infrastructure Mods** are available to players at this time.
   a. Draw 2 Mods plus 1 Mod for each structure you built this game. Keep 1 for free, then you may also purchase any of the other Mods you drew for $50 each.
   b. Remember, wealth earned in Episodes 1-7 is not used to determine the winner of the campaign, so spend it to improve your empire!
4. You will not use the Peace Triumph Track and Alliances rules in future games.

EPISODE 2B: PEACE — AUTOMA

For compatibility with the modular rules at the end of the rulebook, some of the rules here are labeled ALLIANCES or PEACE TRACK

PEACE TRACK **SKIP TRIUMPHS**

ALLIANCES **SETUP**

You may choose to form an alliance with the Automa during setup. The alliance rules will apply to you as normal, but not to the Automa. It doesn't gain anything from the Alliance token. Instead, it gains $8.

With 3 or more players, make the decision on whether to ally with an Automa in reverse turn order.

SPECIAL RULES

PEACE TRACK **Triumphs**

The Automa places a star both for removing 3 encounter tokens and for obtaining a Factory card.

ALLIANCES **Alliances**

- After setup the Automa does not agree to alliances.

With 3 or more players, the "odd man out" rule applies to a player's who's the only human without an Alliance token.

- The Automa does not lose $10 for breaking its Alliance.
- If the Automa plays as Togawa and you have its Alliance token active side up, it won't place traps.
- The Automa will postpone switching to Scheme II as long as it has an Alliance token active side up and its own Alliance token is also active side up. This also postpones the reshuffle that happens at the same time as the switch.

EPISODE REWARDS

- The Automa gains 1 free Mod in addition to buying them as normal (see Mods).
- If the Automa earns the ★/▮ Triumph, check off a space on the Campaign Log's Triumph Log for either mechs or recruits—whichever has the most checkmarks but isn't full. If they are tied, choose ★.

EPISODE 3: A PLEA FROM VESNA

MARCH 1922

Esteemed Patron and Friend of Nikola Tesla,

I am Vesna, daughter of Nikola Tesla. I write to you requesting your help. Please understand that this is a measure of last resort. I do not wish to take advantage of the relationship you have cultivated with my father. He and I are capable and resourceful people, as I am sure you know. Even so, I have found myself in a situation from which I see no escape.

Since closing the Factory, my father and I have been living in the secure inner hold, working on a new technology which Father hopes will be his salvation. Shortly after the New Year, a band of mercenaries managed to penetrate the hold and take us captive. They separated my father and me, but my understanding is that they wish for my father to complete the work on his latest, and most powerful mechs. My father would never do so, even if his life rested on it. But instead, it is my life they threaten. My father will not let me die.

I ask for your help, not to protect myself, but my father. If I can escape this place, he can end his work on these horrific machines. I know that, other than my safety, this is his greatest wish. I do not know when I will be able to get these messages to our carrier pigeons, so time is of the utmost importance. It may already be too late.

With deepest respect and hope for peace,

Vesna Tesla
January 23, 1922

STORY SUMMARY

Vesna, daughter of Nikola Tesla, is trapped in the Factory with her father. You must get to the factory and find her!

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. Do not use **The Wind Gambit** expansion for this game.
2. If you have any Infrastructure Mods (these may not have been unlocked yet), place them face up near your play area.
3. If you have any Mech Mods (these may not have been unlocked yet), you may choose to place them over the abilities on your faction mat.
4. Lift Box A out of the game box (without opening Box A). There is a Vesna card taped to the bottom (if not, just choose a random Factory card to represent Vesna).
5. Shuffle the Vesna card, plus 4 ADDITIONAL Factory cards into the Factory deck (so, if you have 5 players, you'll have 6 Factory cards + 1 Vesna + 4 more random cards, for a total of 11 Factory cards).
6. Place the Influence tokens near the board.
7. If Rusviet is in the game, give them the revised Township tile from the punchboard. They are required to use this instead of the standard Township ability (or, if unlocked, cover it with a mech mod).
8. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

EPISODE GOALS
- Accumulate Influence tokens
- Find Vesna
- Win the game

SPECIAL RULES

- When your character moves onto the Factory, your character's movement ends. Before continuing (combat, trigger Trap, etc.), do the following in order:
  a. Gain 1 Influence token and shuffle the Factory deck.
  b. Draw X random Factory cards, where X is the number of your influence tokens. Reveal those cards to all players.
     - If the Vesna card is among the revealed cards, gain that card. Vesna herself is not considered a Factory card.
     - If Vesna is not among the revealed cards and if you don't already have a Factory card, you may select 1 of the revealed Factory cards to gain.
  c. Return the Factory cards to their designated place on the board, face down.
  d. Complete your Move action (moving other units, engaging in combat, and triggering Traps).
- If your character is on the Factory at the beginning of your turn, you do not gain an influence token (and you may not search the Factory). However, you may use Speed or a Factory card Move action to leave the Factory and re-enter it, proceeding with steps a – d.
- In this episode, you never look at the entire deck of Factory cards (unlike regular games).
- Once Vesna is "found," players may continue gaining Influence and searching the Factory in the same way. The meaning of Vesna is revealed at the end of the game.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

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OUTCOMES

In searching the Factory for Vesna, her rescuers discovered something unexpected and incredible, and of course everyone else seeking her knew they couldn't let the opportunity pass. Hidden in a large courtyard in the Factory were massive ships. At first, it seemed odd to have boats so far inland, but after her rescue, Vesna explained their true secret—they were airships, and they were the key to her escape.

After her rescuers landed Vesna in their capital, her story quickly spread, and the news was bad. Although Vesna's rescue was successful, it had taken too long, and she was certain that her father's work was almost complete. Furthermore, no one found her father during the raid on the Factory, and she believes he may be unaware of her escape. Although she still had not determined the leader of the organization, she knew enough to be very concerned, and she was eager to establish her own resistance to this group, which she saw as a particular threat to the newly established peace in Europa.

EPISODE 3

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

Factory Cards

- The Automa gains Influence tokens and draws Factory cards in the same way that you do.
- If it draws Factory cards, doesn't get the Vesna card, and had no Factory card before drawing, then it keeps the first card drawn.

Automa Combat Unit Movement

When moving Automa combat units:

- If Vesna has not been found and the unit can move to the Factory:
  - The destination is the Factory.
  - Ignore this rule if it would lead to combat and the Automa has less than 5 power.
- If at the end of a Non-attacking Move Character ( ) or Encounter/Factory ( ) action there's an Automa combat unit on the Factory, it will trigger a search in addition to the action's normal effect. In this case, a mech on the Factory acts as a character.

EPISODE REWARDS

If the Automa didn't get the Vesna faction:

- Roll a six-sided die.
- If you roll 4-6, the Automa will return its faction mat. When it's the Automa's turn to take a new faction (based on its Wealth), it takes a random available faction. This could end up being the same faction it previously had.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. For every 2 Influence tokens you have (rounded up), increase a Setup Bonus on your Campaign Log by 1 (observing the limits on Power and Popularity).
3. Players will now determine who will become a new faction, Vesna:
   a. If a player found the Vesna card, they gain control of the Vesna faction.
   b. If no one found Vesna, then the player who won the game gains control of the Vesna faction.
4. The new Vesna player gains all tiles on the Vesna punchboard and the contents of Box A. The Vesna player keeps everything they have earned up to this point (Mods, Wealth, etc.) and changes the name of their faction on their Campaign Log. They can remove the Vesna card from the game—it's no longer needed. See instructions for the Vesna faction on the next page.
5. All other players may choose to switch factions at this time. If you choose to switch factions, you will keep your current Campaign Log and everything you have earned. Change the name of your faction on your Campaign Log and use the new faction mat in future games. To switch factions, follow these steps:
   a. The Vesna player may not change factions at this point.
   b. Any other player who decides to change faction adds their faction mat to the unused faction mats.
   c. Total up each player's Wealth (for this purpose only, all purchased Mods count as $50 toward a player's TOTAL WEALTH). The player with the LOWEST total Wealth chooses a new faction first. Then the player with the next lowest wealth chooses, and so on.
   d. After faction selection, the Vesna player chooses a home base from among the unselected factions (placing their home base tile there on subsequent games).
6. Following the standard Mod rules, each player draws 2 Mods from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod, for a total of 3 Mods to choose from.

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VESNA FACTION
(BOX A AND PUNCHBOARD)

Vesna's first public statement upon her escape from the Factory was short, to the point, and widely anticipated. Standing defiantly next to an "automachine" of her own design, Vesna Tesla's eyes flashed at the audience. The younger Tesla spoke loudly and firmly:

> *"My father was devastated to learn of the true capacity for destruction that his inventions held. He sought only to help the world, and when he saw first-hand the tragedy he had unleashed, he withdrew from public life in order to pursue new technologies that might finally lead us all into a new world of peace. The group who captured us and, to my knowledge, still holds him represents a true existential threat to all Europa. Indeed, I believe they seek nothing short of world domination.*
>
> *"My father remains missing, but I vow to continue his work, even as I continue to search for him. I am forming a coalition to stand for peace, and to defend it by any means necessary. I invite all peace-loving people to join me. We will stand against any who threaten the conditions under which we all flourish at this time. The organization holding my father will be stopped. Any other nations attempting to assert their will over Europa will be resisted. Peace is here and the peace will last. This is my promise."*

SETUP

DESIGNER'S NOTE: *Vesna is an advanced faction that is highly versatile and will benefit a player who is flexible in their strategies. It is a tricky faction for you, the player, and for your opponents, as her abilities change from game to game.*

1. The Vesna player places their home base tile on the map in the previously selected position.
   a. For regular (non-campaign) games of Scythe, select a random home base tile from those unused by other players and place the Vesna faction home base tile on the board in its place.
2. After placing the usual number of Factory cards on the board, randomly draw 3 Factory cards from those not in use. Place them face up next to your player mat (see Vesna's faction ability to see how they're used).
3. Unlike other factions, Vesna has only 2 latent mech abilities (Riverwalk and Speed). The other spots are blank. However, her faction also comes with 18 mech ability tokens (with a blue border). Vesna may select some of these abilities to use in the current game—this selection happens after Mech Mods are selected (in a non-campaign game) but before any Mods/abilities are placed on Vesna's faction mat.
   a. Randomly select 6 mech ability tokens from Vesna's supply of 18 tokens. Return the others to the box—they won't be used this game.
   b. From your mech ability tokens and Mech Mods, you may choose 2–4 tokens. Place 2 of those tokens on the blank spaces on your faction mat; if you choose a 3rd or 4th token, place them over your printed mech abilities (Riverwalk and Speed). These tokens are locked in place for the current game; set aside unused tokens.

TECHNOPHILE
Start the game with 3 Factory cards. After you use a Factory card (including one acquired from the Factory), discard it.
move across rivers to/from an adjacent territory containing a structure
RIVERWALK
+1 hex per movement
+1
SPEED

FACTION ABILITY

TECHNOPHILE: The 3 selected Factory cards are available to you from the start of the game. They are used like normal Factory cards (place your action token on a Factory card to use the top and/or bottom action). Every time you use a Factory card (including one acquired from the Factory), return it to the box. You may still only acquire 1 card from the Factory over the course of each game.

NOTE: *Vesna's starting Factory cards do not count toward completing Objectives.*

AUTOMA

BOX A: VESNA RULES

THE AUTOMA PLAYING AS VESNA

If the Automa plays Vesna:

- If at any time the Automa needs to choose a home base, mix the icon tokens for all unselected home bases and draw one for the Automa.
- It doesn't get the 3 extra Factory cards during setup.
- As the first step of setup each game:
  - Mix the icon tokens of the 7 factions of the base game and Invaders from Afar and draw 2 at random (returning the rest to the box).
  - Place those 2 tokens face up beside to the Automa deck.
  - When resolving the Automa cards, the Automa will carry out the faction-specific actions (in brackets) for both of those factions.

MECH ABILITIES

1. **RIVERWALK:** You may move your character and mechs across rivers to/from an adjacent territory containing any player's structure.
2. **SPEED:** Your character and mechs may move one additional hex per Move action.

Some of Vesna's mech ability tokens are clarified in the instructions for Mech Mods.

AIRSHIP: Vesna may only use her airship in games where airships are in use (i.e., when playing with **The Wind Gambit** expansion). Stands for airships are included in **The Wind Gambit**, not this expansion.

EPISODE 4: FENRIS
SEPTEMBER 1922

Shortly after Vesna's rescue from the Factory, the countryside reports of "strange soldiers with glowing eyes" began to once again spread throughout the land. These frightening, empty-eyed hell agents were said to call themselves "Fenris," and in light of Vesna's report, these stories were taken much more seriously than before.

There had always been bands of mercenaries and cutthroats harassing the people of Europa, but Fenris is more organized and uses frightening new weapons. Nobody knows what they want exactly, but as they spread across the land and their influence grows, they have proved to be quite an obstacle in the recovery and rebuilding process, and it remains unclear what their ultimate goal is.

Fenris seems to strike randomly, and as far as anyone can tell, no nation has remained untouched by their violence and chaos. They appear, seemingly from nowhere to strike at patrols of soldiers, or to pillage a farm or market, then seem to vanish. Their work has sown considerable discord and militaries have begun concerted efforts to subdue them, driven partly by patriotism, but mostly by the monetary rewards governments offer for these agents, dead or alive.

Meanwhile, Vesna is well underway establishing her coalition, rapidly building its strength and influence. Her international popularity proves to be a strong draw, and her faction grows swiftly. With her dynamic technological resources and growing influence, she has begun to establish herself as a sort of "world's police," standing in the way of any one nation accumulating too much power. But, though she remains popular, more than a few national leaders grow uneasy at her alarmingly rapid rise to power, and they all now watch her with growing wariness.

STORY SUMMARY

A new breed of rabble-rousers calling themselves "Fenris" has emerged. They are menacing the people of Europa, and this is irritating the governments, who have decided it is time to put these agents in their place.

SETUP

1. Set up the game as usual. The Vesna player uses the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Log. Randomize player mats.
2. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit**.
3. Gain all bonuses earned under Setup Bonuses on your Campaign Log.
4. Open Box B and place 1 Fenris agent (wooden worker meeples—8 total) on each tunnel and 2 on the Factory.

5. If you have any Infrastructure Mods (these may not have been unlocked), place them face up near your play area.
6. If you have any Mech Mods (these may not have been unlocked yet), you may choose to place them over the abilities on your faction mat.
7. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

When one of your combat units (character or mechs) moves into a territory containing Fenris agents, their movement ends. Before continuing with other movements and/or other aspects of your turn, you must attempt to subdue the agent(s):

1. Draw and reveal 1 combat card per Fenris unit on the territory **(this is not combat).**
2. Lose your choice of any combination of power, coins, and/or popularity equal to the sum of the numbers on the combat cards drawn.
   a. If you can afford this cost (you must pay if you can), you successfully subdued the Fenris agent(s)! Gain the Fenris combat card(s) and place the Fenris agent(s) on your faction mat (the agents will factor into an end-game bonus). **This is not combat and does not earn you a combat star.**
   b. If you cannot afford the cost, pay nothing, discard the Fenris combat card(s), and return your unit to the territory from which it entered.

EPISODE GOALS
- Subdue the Fenris agents
- Win the game

You may not move a worker by itself into a territory containing Fenris agents (though your mech may transport workers as normal).

THE GAME ENDS IMMEDIATELY WHEN ALL 8 FENRIS AGENTS HAVE BEEN SUBDUED OR WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

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OUTCOMES

Although governments were now paying handsomely for the capture or killing of the Fenris agents, they have proven difficult targets—not impossible by any means, but strong enough to be a nuisance. Still, nations gradually drove them back, and it began to look as though Fenris might be eliminated in the near future. The continued progress against Fenris helped the citizens relax and feel safer than they had in months. Vesna still remained cautious, but the nations of Europa felt confident in their successes against the Fenris threat.

EPISODE 4

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

For the move worker action, territories with Fenris agents cannot be valid. For ALL other Automa movement actions, Fenris agents are ignored when identifying valid territories.

Non-Attacking Combat Unit Movement /

Following any non-attacking move of any Automa combat unit (/):

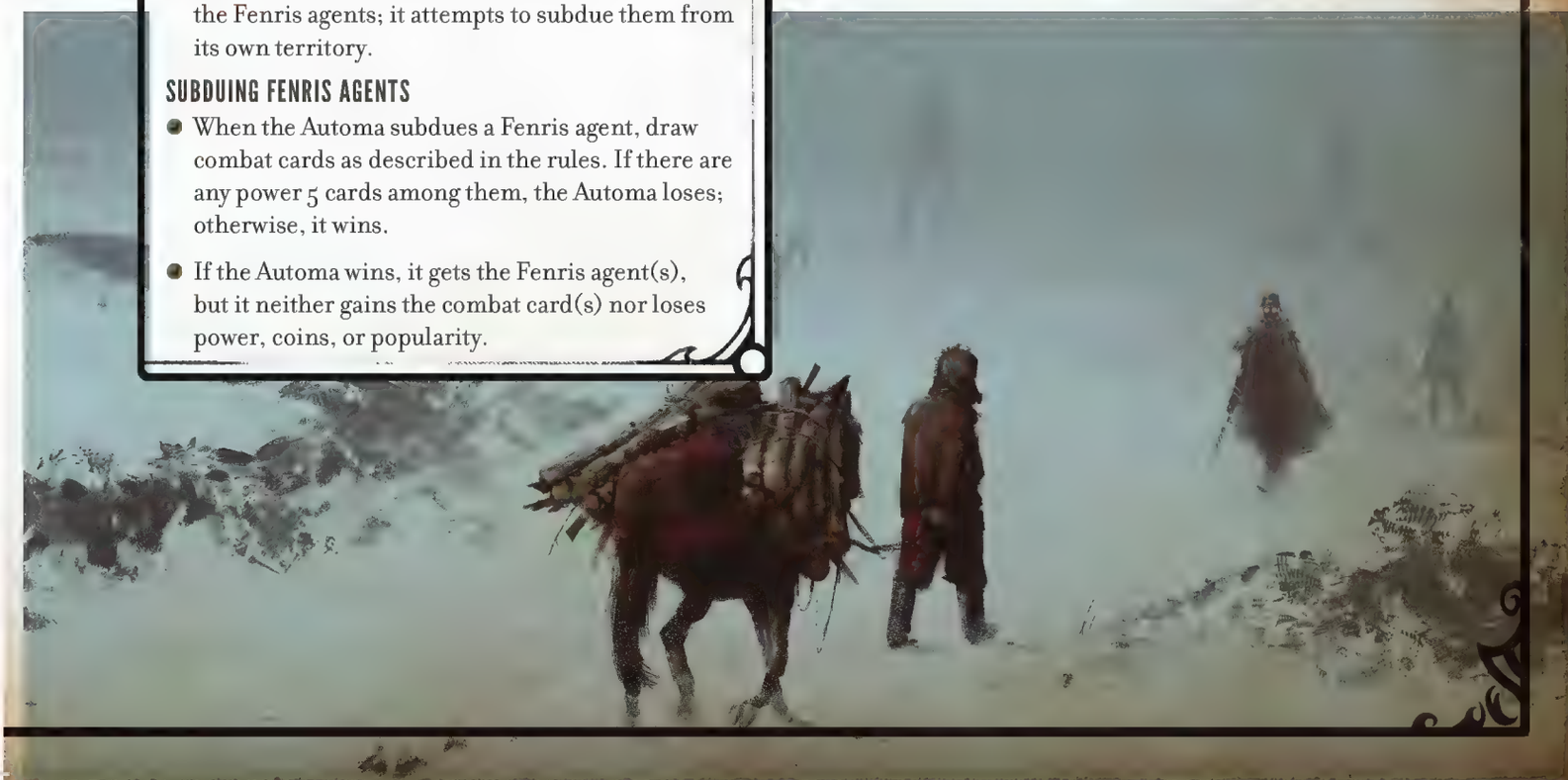
- If there are Fenris agents on the territory of that unit, it will try to subdue them.
- If not, and there are Fenris agents in the neighborhood of that unit, it will try to subdue all those on 1 territory. If there are multiple such territories, use normal English reading order to resolve the action.
  NOTE: The unit does not move to the territory with the Fenris agents; it attempts to subdue them from its own territory.

SUBDUING FENRIS AGENTS

- When the Automa subdues a Fenris agent, draw combat cards as described in the rules. If there are any power 5 cards among them, the Automa loses; otherwise, it wins.
- If the Automa wins, it gets the Fenris agent(s), but it neither gains the combat card(s) nor loses power, coins, or popularity.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. For every 2 Fenris agents you subdued (rounded up), increase a Setup Bonus on your Campaign Log by 1 (observing the limits of Power and Popularity).
3. Add the Mod tokens you did not unlock in Episode 2a/b (either Mech Mods or Infrastructure Mods) from the punchboard to the general supply. Read the rules for that Mod type (page 6 or 7) and make those tokens available.
4. Following the standard Mod rules, each player draws 2 of each Mod type (4 total tokens) from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.



EPISODE 5: FACTORY FORTRESS

APRIL 1923

Fenris proved more resilient than initially thought. After a series of early success, the nations of Europa found them hard to track and even harder to eliminate. Slowly, persistently, Fenris had spread more discord and more influence, and this had caused great concern throughout Europa as governments grew even more wary and fought harder to beat them down.

Nevertheless, as Fenris continued to gain influence and power, several catastrophic events occurred. The emperor of Saxony and the tsar of the Rusviet Union were both assassinated, and across Europa misfortune befell nations in ways that were too suspicious to be mere coincidence.

At first, the beset nations blamed one another for this espionage and violence. However, it has gradually become clear that another force is at work, and many begin to suspect Fenris is behind it all.

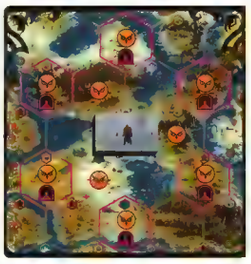
Amidst all of this chaos, the Factory has become a veritable fortress, and no one has set foot in it for many months. Many believe that Fenris has established itself there, and gradually every nation has come to the same daunting conclusion: they must strike at the heart of Fenris, before it can gain any more power or influence.

STORY SUMMARY

As chaos descends across Europa, no one has approached the Factory for months, and many believe that Fenris has taken over and locked down the Factory. What could they be doing? Time is of the essence and they need to find out.

SETUP

1. Set up the game as usual, keeping previous faction mats and randomizing player mats. The Vesna player uses the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Log.
2. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit**.
3. Gain all bonuses earned under Setup Bonuses on your Campaign Log.
4. Place your Infrastructure Mods face up near your play area.
5. Place any number of your Mech Mods over the abilities on your faction mat.
6. Place 1 Influence token on each tunnel (6 total) and on each of the three land territories adjacent to the Factory (3 total).
7. Place Box C on the Factory. Do not open it until instructed.
8. If Rusviet is in the game, give them the revised Township tile. They are required to use this instead of the standard Township ability.
9. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.



SPECIAL RULES

- Whenever a unit (mech, character, or worker) you control moves to a territory containing an Influence token, the unit's movement ends and you gain the Influence token (place it on your faction mat).
- Each Influence token is worth -$1 at the end of the game.
- The first time a player moves any unit onto the Factory, their Move action ends and they open Box C. When it is opened, read the Box C instructions on page 28.

EPISODE GOALS

- Get to the Factory and uncover the mystery residing there.
- Win the game.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK. BOX C ALSO CONTAINS AN ALTERNATIVE END-GAME CONDITION.

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EPISODE 5

AUTOMA

SKIP TRIUMPHS

SPECIAL RULES

For all non-attacking Move Mech or Character (/) actions, the Automa will move toward the Factory instead of toward enemy combat units.

EPISODE REWARDS

The Automa doesn't lose coins for Influence tokens.

DO NOT TURN THIS PAGE UNTIL YOU OPEN BOX C. WHEN YOU DO, FOLD OVER THE BOOK SO YOU CAN ONLY SEE PAGE 28.

ANNIHILATOR
(BOX C)

The Annihilator is an autonomous mech that stands guard over the Factory, never moving. Players can now end the game **either by placing their 6th star or by defeating the Annihilator in combat**, which will reap an influential reward.

The following rules (pages 28 and 29) only apply to Episode 5.

ORIGINAL REVEAL

1. Place the Annihilator on the Factory. If you discovered it, roll the two 6-sided dice and choose one to represent the Annihilator's combat power. Place the selected die on the corresponding space of the power track.
2. If any players have objectives 5, 7, or 22, they should now discard them and draw replacements.
3. If you moved a worker onto the Factory by itself, it returns to your base.
4. If you moved a combat unit (character or mech) onto the Factory to reveal the Annihilator, you must fight it. Finish your Move action (if you have movements remaining for other units, you may use them, including moving them onto the Factory to participate in combat). Then proceed to combat with the Annihilator.

COMBAT

Follow these steps in order for combat with the Annihilator:

1. After you have selected and revealed your power and any combat cards, draw the top 4 cards from the combat card deck and add them to the Annihilator's power (as shown by the die on the power track). Discard these combat cards.
2. Determine the winner of combat as usual. In the case of a tie, the attacker wins.
3. If you defeat the Annihilator, remove it from the board, place a combat star on the Triumph Track (up to the usual limit), and the game immediately ends.

- Mech Mods, Infrastructure Mods, and mech abilities that affect an opponent's power/combat cards do not apply to combat with the Annihilator (they are marked with the icon). Combat abilities that affect a player may be used, but there is no way to reduce the Annihilator's power or combat cards.

GAMEPLAY

- The player who discovered the Annihilator is its "controller" for the current game—they have some control over the Annihilator even though it is an enemy to all players. The Annihilator's "turn" takes place immediately before the controller's turn (so, after the Annihilator is discovered, all other players will take a turn before the Annihilator's first turn).
- On the Annihilator's turn, its controller rolls two 6-sided dice. That player then chooses 1 die to represent the Annihilator's combat power until its next turn. Place the selected die on the corresponding space of the power track, then end the Annihilator's turn (it isn't mobile).

OUTCOME

No one was prepared for the Annihilator. In truth, most had forgotten the promise of some ultimate machine of destruction that Tesla had been designing for Fenris—forgotten, or never believed in the first place. But it was real, and it was monstrous.

And it wasn't alone.

BOX C: ANNIHILATOR RULES (EPISODE 5 ONLY)

AUTOMA

COMBAT AND MOVEMENT

- If the Automa is first to fight the Annihilator, it will lose that combat along with 4 power and 1 random combat card. This is instead of drawing an Automa card to resolve the combat along with combat cards for the Annihilator.
- The combat's outcome is handled as it would be for any other combat.
- If the Automa controls the Annihilator, it will always choose the lower of the 2 dice it rolls as the power of the Annihilator.
- For all Automa Move actions, the Annihilator is handled as an enemy combat unit would be.

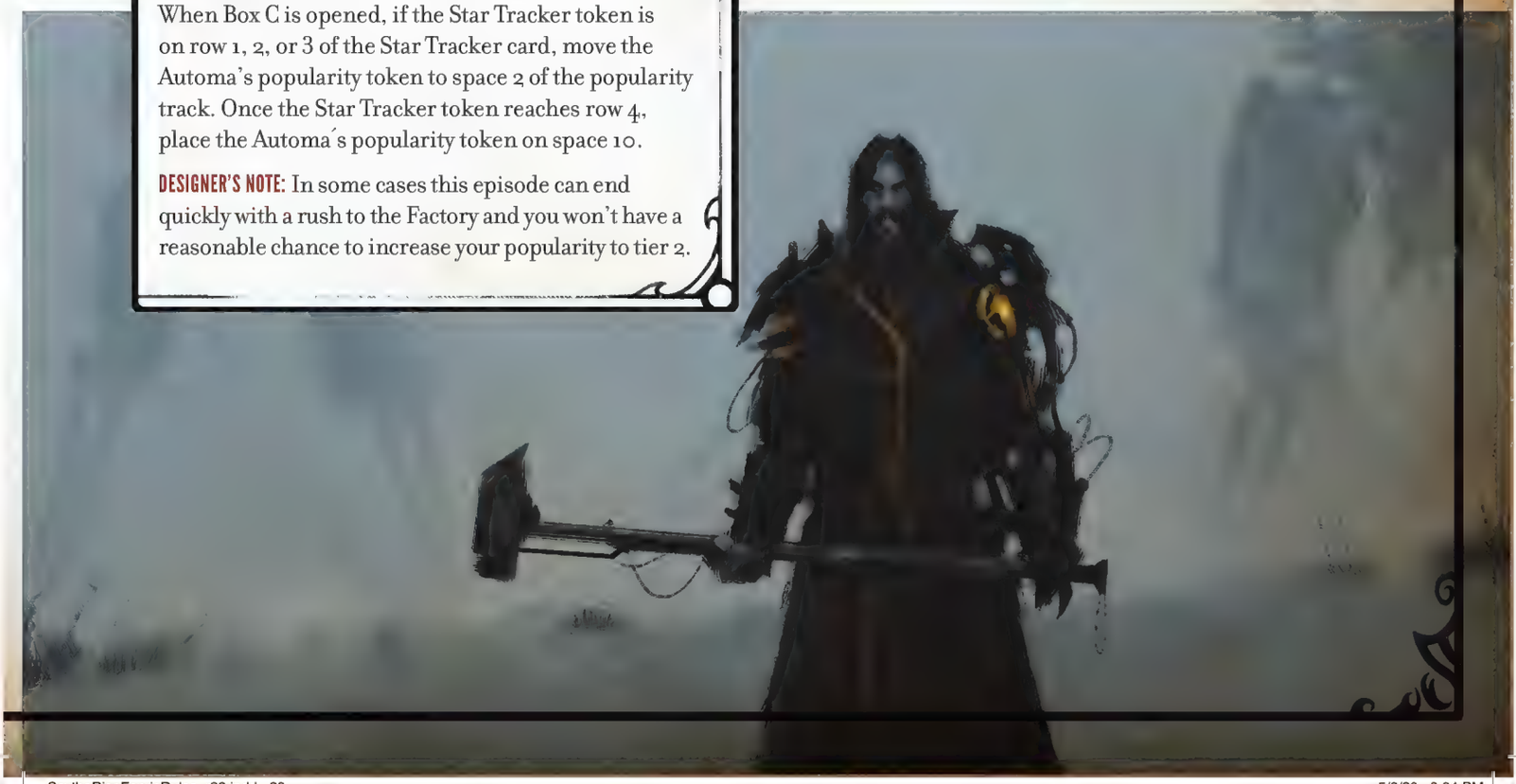
POPULARITY

When Box C is opened, if the Star Tracker token is on row 1, 2, or 3 of the Star Tracker card, move the Automa's popularity token to space 2 of the popularity track. Once the Star Tracker token reaches row 4, place the Automa's popularity token on space 10.

DESIGNER'S NOTE: In some cases this episode can end quickly with a rush to the Factory and you won't have a reasonable chance to increase your popularity to tier 2.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. Following the standard Mod rules, each player draws 2 of each Mod type from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.
3. Players will now determine who will become a new faction, Fenris. This may result in the Vesna faction not being in use for a game, but players will have the chance to switch factions at the end of Episode 6.
   a. If a player defeated the Annihilator in combat, they gain control of the Fenris faction.
   b. If no one defeated the Annihilator, the winner of this game gains control of the Fenris faction.
4. The new Fenris player gains the Annihilator mech, all tiles on the Fenris punchboard, and the contents of Box D. That player's previous home base will be Fenris' home base. The Fenris player keeps everything they have earned up to this point (Mods, Wealth, etc.) and changes the name of their faction on their Campaign Log.
5. The Fenris punchboard also contains Alliance tokens for Vesna and Fenris. Give them to their respective factions for use in Episodes that feature the Alliance module.
6. Proceed to read the rules for Fenris on the next page.



FENRIS FACTION
(BOX D AND PUNCHBOARD)

SETUP

1. Place the Fenris faction home base tile over your previous faction's base on the map.
   - For regular (non-campaign) games of Scythe, select a random home base tile from those unused by other players and place the Fenris faction home base tile on the board in its place.
2. Place all 16 Influence tokens in your supply and then set up your faction as usual.

DESIGNER'S NOTE: *Fenris is a powerful faction, but with some handicaps. Movement is important as Fenris, and the faction will likely benefit an aggressive player more than a passive one.*

FACTION ABILITY

INFLUENCE: After moving your character (and resolving combat and/or encounters), you may place an Influence token on that territory. If you do, you may then place 1 more Influence token on any other unoccupied, tokenless, primary terrain territory.

- A territory containing only a structure or airship is not considered "occupied" (only workers, characters, and mechs can occupy territories).
- Influence may not be placed on a territory with a Trap, Flag, Encounter, or Influence token.
- A "primary terrain territory" for the second influence token includes mountains, farms, tundras, forests, and villages (not lakes, the Factory, or home bases).

INFLUENCE TOKENS

- For non-Fenris players, whenever one of your units (character, mech, or worker) moves into a territory containing an Influence token, that unit's movement ends. Gain the Influence token (place it on your faction mat).
  - If your Mill produces a worker on a territory containing an Influence token, you gain the Influence immediately.
  - Airships, and workers they carry, do not occupy territories and do not claim Influence. If your airship drops off a worker onto a territory containing an Influence token, you gain the Influence immediately.
- Fenris units do not gain Influence tokens from the board (aside from with the Fanatical mech ability), and their units do not need to stop when they reach an Influence token.
- Each Influence token is worth -$1 at the end of the game to the player who has it. (This means that the Fenris player effectively begins each game with -$16.)

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MECH ABILITIES

- **LEAP:** When moving, you may "leap over" a territory if the destination is in a straight line (allows crossing of rivers and lakes, and avoiding enemy units). You may do this twice in the same turn using a Factory card Move action.
- **HORRIFY:** You may give an opponent 1 Influence token for each unit (character, mech, or worker) you force to retreat as an aggressor. This applies to forcing workers off territories in non-combat situations, as well as winning combat as an attacker. The Influence token must come from your personal supply.
- **DEATH RAY:** In combat, play any number of combat cards having the same value. Once this ability is active, you may only use identical cards in each combat (regardless of the quantity of your combat units), but there is no limit to the number you may play.
- **FANATICAL:** Your mechs and character may move to any non-adjacent territory containing an Influence token. Gain the token.
  - You only gain an Influence token if you move to it with the Fanatical ability. Normal moves and Leap movements do not force you to gain Influence tokens.

AIRSHIP: Fenris may only use their airship in games where airships are in use (i.e., when playing with The Wind Gambit expansion). Stands for airships are included in The Wind Gambit, not this expansion.

END OF GAME

The fewest coins you can end the game with—even after accounting for Influence tokens that may reduce your coin total below $0—is $0.

BOX D: FENRIS RULES

AUTOMA

THE AUTOMA PLAYING AS FENRIS

If at any time the Automa needs to choose a home base, mix the icon tokens for all unselected home bases and draw one for the Automa. The Automa doesn't use any faction-specific actions (those marked in brackets on the Automa cards).

For each enemy unit (mech, character, or worker) that the Automa forces to retreat, it gives 1 Influence token (if it has any left) to the owner of the retreating unit.

Every time after moving its character, the Automa will place as many Influence tokens as possible, up to a maximum of 3 tokens:

1. First, it places 1 Influence token on the character's territory (if there are none already).
2. If it's on a primary terrain territory, it then places a second and third Influence token using this procedure:
   - Place an Influence token on an unoccupied, tokenless territory of the same type that the character is on.
   - **TIEBREAKER 1:** The territory closest to an enemy combat unit.
   - **TIEBREAKER 2:** Normal English reading order.

During episode rewards, the Automa doesn't lose coins for Influence tokens.

THE AUTOMA PLAYING AGAINST FENRIS

- The Automa picks up Influence tokens and loses coins for them using the normal rules.
- When choosing destination territories, all Automa Move actions use the following special tiebreaker before all normal tiebreakers, but after episode specific tiebreakers:
  - **TIEBREAKER 1/2:** The territory without an Influence token, unless it currently counts as more than 1 territory for scoring.

Rasputin & Likho
Fenris
INFLUENCE
After moving your character, you may place an Influence token on its territory. You may then place 1 more token on any other unoccupied, tokenless, primary terrain territory.
when moving, you may skip adjacent territories (in a straight line)
you may give an opponent 1 influence for each unit you force to retreat (as an aggressor)
in combat, play any number of combat cards, but they must have the same value
may move to any non-adjacent territory containing an influence token; gain the token
LEAP
HORRIFY
DEATH RAY
FANATICAL

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EPISODE 6: ANNIHILATION

JULY 1923

It looked as though it may be too late; Fenris had amassed far more power and influence than anyone feared possible. Meanwhile, the massive Annihilator had struck abject terror into the hearts of every nation. And yet, it had become clear how important it was to strike at Fenris before it entrenched itself further or spread its influence wider. With that realization, every nation began to muster the strength and courage to make the first move. Their only hope was that they had not waited too long to attempt to neutralize the threat.

And then things took a turn for the worse, when the leader of Fenris revealed himself:

Grigori Rasputin.

It seems that Fenris' base of operations was never truly the Factory. They had forces based there, but had already fully infiltrated one of the nations, and with Rasputin's appearance, they had revealed the magnitude of their conspiracy.

The former advisor to the tsar of the Rusviet Union had disappeared shortly after the tsar's assassination several months ago. But it is apparent that he has been organizing Fenris' activities for years. What's more, rumors fly that other nations may too have known of his identity and already pledged loyalty to him.

Mistrust grows between the nations of Europa, even as they had begun to unite against a common enemy. None now know whether an ally might secretly be an agent of Fenris. Those already strained alliances have been shattered. Rasputin's appearance — and his control of the terrifying Annihilator — renews old fears and paranoia about another Great War, fracturing the continent once again.

Meanwhile, Vesna's desire to defeat Fenris has taken on renewed vigor. Her enemy now has a face, and an enemy with a face can be destroyed.

STORY SUMMARY

Rasputin's appearance as the head of Fenris has shaken the continent. Fears that other nations have already formed secret alliances with Fenris shatters already strained relationships.

SETUP

1. Set up the game as usual. The Vesna and Fenris players use the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Logs. Randomize player mats.
2. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit**.
3. Gain all bonuses earned under Setup Bonuses on your Campaign Log.
4. Place your Infrastructure Mods face up near your play area.
5. Place any number of your Mech Mods over the abilities on your faction mat.
6. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

There are no special rules in this episode, just the introduction of the Fenris faction. Players will be able to switch factions at the end of this game (with the winner having first choice of new faction).

EPISODE GOALS
- Win the game.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

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OUTCOMES

The appearance of Rasputin as the head of Fenris made sense in retrospect. When he made himself known, a collective dismay fell over Europa, but then the rumors began. The most believable claimed that in the early 1900's, Grigori Rasputin established a secret order that eventually became Fenris. Many believed that the Rusviet tsar disapproved of this secret order, and that led to his death. But the veracity of those claims was never made clear.

The secret order was established on the heels of Nikola Tesla's rise to fame as the designer—and sole distributor—of the incredible automachines and mechs that had revolutionized so many industries and had come to dominate modern warfare. In hindsight, many saw a trail of coincidences that suddenly didn't seem so coincidental, and it was generally believed that the catalytic events triggering the start of the Great War were in fact orchestrated by Rasputin and his early Fenris devotees.

Since the end of the war, he had been working to subvert confidence in the leaders of the nations of Europa, weakening them so that he might establish a new seat of power and take sole control of the Factory City-State.

EPISODE 6

AUTOMA

SKIP TRIUMPHS

EPISODE REWARDS

If the Automa played Fenris or Vesna this episode, it keeps its faction. Otherwise:

- Roll a six-sided die.
- If you roll 4-6, the Automa will return its faction mat. When it's the Automa's turn (based on its score) to take a new faction, it takes a random available faction. (This could end up being the same faction it previously had).

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. All players may choose to switch factions at this time. If you choose to switch factions, you will keep your current Campaign Log and everything you have earned. Change the name of your faction on your Campaign Log and use the new faction mat in future games. To switch factions, follow these steps:
   a. Any player who decides to change faction adds their faction mat to the unused faction mats.
   b. The WINNER of this game chooses a new faction first. Then the player with the next highest score, and so on.
   c. If you choose Vesna or Fenris, you will keep using the current position of their home base, unless that base is in use by another player's faction, in which case you may choose an unused base to use.
3. Following the standard Mod rules, each player draws 2 of each Mod type from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.

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EPISODE 7: THE SEARCH FOR TESLA

OCTOBER 1923

Fenris was no longer working behind the scenes, pulling the strings of political fate. With Rasputin's public appearance as the head of Fenris, they launched an open play for power. Up through the summer, Fenris seemed an unstoppable juggernaut, gaining momentum like a tidal wave before crashing over their foes. Then, they started to lose battles, and their massive Annihilators, though still overpowering, were no longer the unstoppable forces they had once been.

As the other factions vying for power began to hold their own against Fenris and even to win battles versus their Annihilators, many began to wonder what had changed. It seemed as if the Annihilators were wearing down. Chief strategists across the continent speculated on what could have happened, but it was Vesna who proposed the most logical, and the most hopeful, speculation.

"My father has escaped, or he is dead," she announced, plainly. "It is the only explanation. The Annihilators are powerful, but they are also intricate and complex. Fenris has not deployed new Annihilators for some time now, and the ones in use are clearly less effective than they once were. Using the threat of violence against me as a motivation, Fenris forced my father to create those monstrosities, but they could not force him to make them simple. Without him to perform the maintenance, Fenris' engineers are clearly struggling to keep them in working order."

Vesna believes her father is still alive. Immediately after making her public statement, she began an organized search for her father. Of course, she wants to find him herself, but if he is still alive, someone must find him before Fenris. To that end, she made the public announcement, hoping it would spur the rest of Europa to seek him out. Her instinct was correct. Almost as fast as she was able to, the remaining nations organized their own search parties, and the hunt for Tesla is in full swing after only a matter of days.

STORY SUMMARY

Has Tesla escaped his imprisonment by Fenris at the Factory? The hunt is on to find him!

SETUP

1. Set up the game as usual. The Vesna and Fenris players use the same home base location as previously selected, retaining all Mods, Setup Bonuses, etc. listed on their Campaign Logs. Randomize player mats.
2. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit**.
3. Gain all bonuses earned under Setup Bonuses on your Campaign Log.
4. Place your Infrastructure Mods face up near your play area.
5. Place any number of your Mech Mods over the abilities on your faction mat.
6. Place the 12th encounter token (or a substitute, if necessary) on the Factory.
7. In Episode 2a or 2b, you used either Rivals/War or Alliances/Peace. The unused combination is activated now.
   - Rivals and War Triumph Track are explained on page 16.
   - Alliances and Peace Triumph Track are explained on page 18.
8. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game.

SPECIAL RULES

- Follow the rules for Rivals or Alliances per the setup instructions.
- Whenever you have an Encounter, gain the token and place it on your faction mat. Encounter tokens are used to search for Tesla.

- To find Tesla, a player must collect the following number of Encounter tokens, based on player count:

SOLO: 6 encounters
2 PLAYERS: 6 encounters
3 PLAYERS: 5 encounters
4 PLAYERS: 5 encounters
5 PLAYERS: 4 encounters
6 PLAYERS: 4 encounters
7 PLAYERS: 3 encounters

EPISODE GOALS
- Have encounters to find Tesla
- Win the game

- The first player to gain the number of Encounter tokens listed above takes the following steps:
  a. Discard all encounter tokens you have acquired.
  b. Open Box E.
  c. The game ends immediately. (For non-campaign games, the game does not end when Tesla is found. He appears on the territory where he was found and is played using the Episode 8a rules.)
- Otherwise, the game ends immediately when a player places their 6th star.
- Encounter territories (territories that started the game with encounter tokens on them) are worth +1 territory for end-game scoring.

THE GAME ENDS IMMEDIATELY WHEN A PLAYER FINDS TESLA OR PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

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OUTCOMES

If a player found Tesla during Episode 7, proceed to Episode 8a. Rules for how to use Tesla in Episode 8a are in the Special Rules for the episode.

If no player found Tesla, open Box E, extract the Mad Tesla tile from the punchboard, and proceed to Episode 8b. Rules for how to use Tesla in Episode 8b are in the Special Rules for the episode.

EPISODE 7

AUTOMA

SKIP TRIUMPHS

WAR TRACK

PEACE TRACK

SPECIAL RULES

- Use the rules/rule section for Episode 2a/b marked RIVALS or ALLIANCES, as applicable.
- When the Automa takes an encounter token, it takes an additional 1 (if possible) that's within a distance of 2 territories. Use normal English reading order as a tiebreaker. It won't take encounter tokens from those spaces containing an opponent unit or spaces it can't reach due to the initial water restriction.

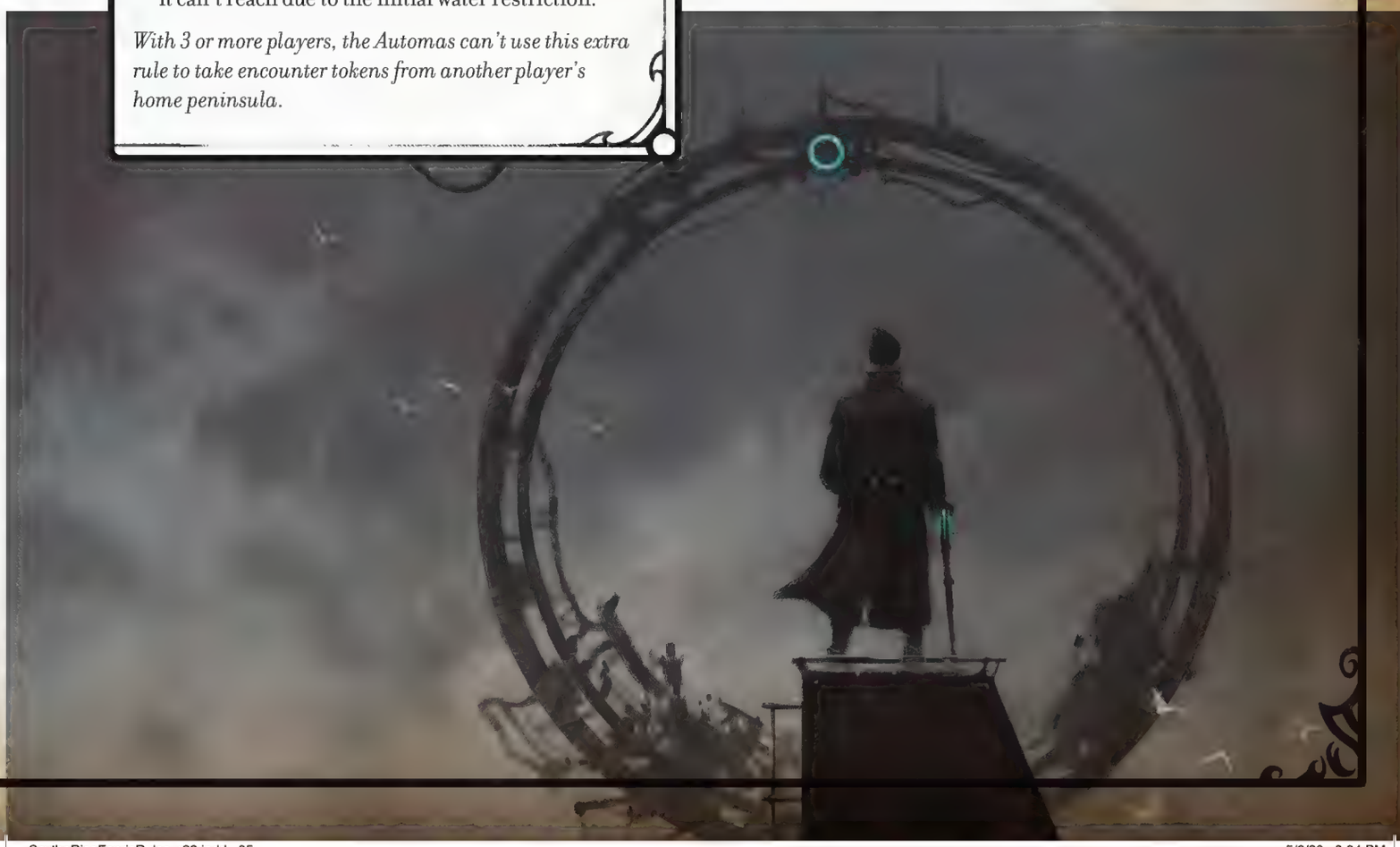
With 3 or more players, the Automas can't use this extra rule to take encounter tokens from another player's home peninsula.

END-GAME SCORING

Encounter territories (territories that started the game with encounter tokens on them, including the Factory this game) are worth +1 territory for end-game scoring.

EPISODE REWARDS

1. Record the victory (if you won), stars, and coins (your final score) on your Campaign Log.
2. For each encounter token you currently have on your faction mat, you may increase a Setup Bonus by 1. The tokens discarded to open Box E do not count toward this reward.
3. All stars earned from categories unique to the War or Peace Triumph Track this game can be used for any category when filling out the Triumph Log on your Campaign Log.
4. Following the standard Mod rules, each player draws 2 of each Mod type from the supply and may purchase them ($50 each). As a bonus, the game winner draws +1 Mod of either type, for a total of 5 Mods to choose from.



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EPISODE 8A: A NEW ERA

MARCH 1924

Tesla's escape attempt enraged Rasputin, and immediately Fenris was set to work on the final stage of their plan. The rest of Europa steeled itself. The Great War had been long, bloody, and overt. Despite the war ending, the nations had remained embroiled in conflict, but it had been a quiet war of subterfuge and skirmishes.

Rasputin had been pulling strings and manipulating governments, and it had only been a year or so that open warfare had broken out once again. Now, many feel the same decisiveness in the air that they had felt eight years earlier, just before the dramatic resolution of the Great War. From the generals down to the peasants, the people could sense that something would change soon and the impact would last forever.

A new era is on the horizon, and all the citizens of the nations can do is to hope it will not impact them too badly. The governments and generals, on the other hand, feel the hand of fate on their shoulders. Though many are nervous, they are also filled with the eagerness of opportunity. The last war had ended largely out of fear and fatigue. Now there is a sense that they are fighting for something meaningful. They fight for freedom. They fight for power. They fight for the future of the world.

STORY SUMMARY

It has all come down to this. Tesla's escape attempt has enraged Rasputin, and Fenris has set in motion its final attempt to take over Europa. Every nation fights to come out on top and be the ones to lead the world into a new era!

WINNING THE CAMPAIGN

- At the end of this game, you will double your final coin total *for this game only*, and then add any $25 bonuses you have earned on your Triumph Log.
- The player with the highest total wins the game and the campaign! **Accumulated Wealth from previous episodes is not a factor in determining the final winner of the campaign.**

SETUP

1. Remove the Triumph Tiles from the punchboard. Randomize them and fill all 10 slots of the Triumph Track with them.
2. Set up the game as usual. The Vesna and Fenris players continue to use the same home base location as previously selected.
3. For this episode, players choose their player mats. Begin with the player with the highest total wealth at the start of this episode and proceed to the player with the lowest wealth. (NOTE: Rusviet may not choose the Industrial player mat and Crimea may not choose the Patriotic mat.)

TIE BREAKERS:

- Total games won in the campaign.
- Most stars achieved on your personal Triumph Log.

4. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from **The Wind Gambit.**
5. Gain all bonuses earned under Setup Bonuses on your Campaign Log.
6. Place your Infrastructure Mods face up near your play area.
7. Place any number of your Mech Mods over the abilities on your faction mat.
8. Place 1 star from every player on each of the 3 land territories adjacent to the Factory.
9. The Tesla miniature begins on the home base of the player who found him in Episode 7.
10. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game. **Then, cross off any remaining Wealth on your Campaign Log.**

THE GAME ENDS IMMEDIATELY WHEN A PLAYER PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

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SPECIAL RULES

- You must retrieve 3 of your stars from the board before placing them on the Triumph Track. Your other 3 stars are available from the beginning of the game.
- Whenever one of your ground units (i.e., character, mech, or worker) moves onto a territory containing your star, its movement ends and you claim the star. Place it in your personal supply.
  - Resolve any Traps or combat after claiming your star.
  - Airships cannot claim stars.
- Stars claimed from the map may be placed on the Triumph Track immediately if the requirements for placing the star are met when the star is retrieved from the board.
  - You may not "retroactively" place a star for a combat won on an earlier turn when you were out of stars.
  - If you do not meet any category requirements at the moment when you pick up a star from the board, put the star on your faction mat to use later.

TESLA (BOX E)

Tesla is both a **character** and a **mech** for all standard and special abilities (although he is not counted towards the Mech goal on the Triumph Track). Tesla can have encounters, claim factory cards, transport workers, and use all of your faction and mech abilities.

TRIUMPH TILES

Triumph Tiles (16 total) create a fully randomized, customizable version of the Triumph Track. At the beginning of setup, randomly select 10 Triumph Tiles and place them on all 10 slots of the Triumph Track.

Here are a few specific notes about possible tiles:

- Even if there are no Triumph Tiles for objectives or combat victories, Saxony retains its ability to place any number of stars for those categories.
- There is a Triumph Tile for having 8 Combat Cards in your hand on your turn.
- There is a Triumph Tile for claiming 3 encounter tokens. Place the star after completing the encounter.
- There is a Triumph Tile for gaining a Factory card. Place the star when you gain the card (at end of turn).
- There is a Triumph Tile for controlling 16 total resources (these resources can be on various territories you control).

END-GAME SCORING

1. Record stars and coins on your Campaign Log. Stars earned from Triumph Tiles can be used for any category on your Triumph Log.
2. Proceed to page 42.

EPISODE 8A

SKIP TRIUMPHS

(IF INCLUDED)

SETUP

If the Automa chooses its player mat first, it chooses 1 at random (it can take the Industrial and Patriotic mats no matter what faction it plays). The only effect of the Automa's choice is that the player mat is now unavailable.

With 3 or more players, each Automa will draw a random mat if there is a human player anywhere behind it in the player order.

SPECIAL RULES

Movement

For all Move actions, the following special tiebreaker is added before all other tiebreakers when choosing destination territory:

AUTOMA

TIEBREAKER 0: Territory with an Automa star on it. If there are none, skip this tiebreaker.

Star Placement

- Like you, if the Automa does not have a star to place when winning combat or achieving max power, it cannot place one retroactively. But if it retrieves a star while having 16 power, it will place that star.
- On the other hand, any stars triggered by the Star Tracker are placed as soon as the Automa has one available, even retroactively.

SPECIAL RULES

The Automa Controls Tesla

Tesla is considered a mech — but not a character — when controlled by the Automa.

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EPISODE 8B: TESLA'S MADNESS

MARCH 1924

No one found Tesla. After a long and frantic search, nations eventually gave up the effort, albeit reluctantly. Vesna searched most ferociously of all, but not even she could locate her father. Just as it seemed he may be dead after all, Vesna was faced with even worse news. With no warning, her father had erupted from the Factory, armed with cutting-edge technology, and overcome with madness he is rampaging across the continent. Survivors left in his wake tell of him raving about "cleansing" the earth of his monstrous creations, and it has become clear that he believes he must destroy or disable every remaining mech to atone for the destruction he feels he has unleashed on the world.

Vesna's soul withered at each new story, many of which she has personally verified. Her father is truly lost, but she doesn't have time to mourn. He must be stopped, and she is certain that the nations have already made plans to do just that. If she can, she wants to stop him herself, hoping that just maybe, she will be able to bring him back from the brink. Either way, he cannot be allowed to ravage Europa any longer....

STORY SUMMARY

Tesla has emerged from the Factory, overcome with madness at the horrific outcomes caused by his creations. Bent on using his advanced technologies to end all his previous creations, he has set out to atone for his perceived sins. The fight is on to stop Tesla's rampage and emerge as the dominant power in Europa!

WINNING THE CAMPAIGN

- At the end of this game, you will double your final coin total *for this game only*, and then add any $25 bonuses you have earned on your Triumph Log.
- The player with the highest total wins the game and the campaign! **Accumulated Wealth from previous episodes is not a factor in determining the final winner of the campaign.**

SETUP

1. Set up the game as usual. The Vesna and Fenris players continue to use the same home base location as previously selected.
2. For this episode, players choose their player mats. Begin with the player with the highest total wealth at the start of this episode and proceed to the player with the lowest wealth. (NOTE: Rusviet may not choose the Industrial player mat and Crimea may not choose the Patriotic mat.)

   TIE BREAKERS:

   a. Total games won in the campaign.

   b. Most stars achieved on your personal Triumph Log.
3. You may play this episode with the airships and/or the Doomsday Clock or Backup Plan resolution tiles from The Wind Gambit.
3. Gain all bonuses earned under **Setup Bonuses** on your Campaign Log.
4. Follow the setup instructions for Mad Tesla before selecting Mods.
5. Place your Infrastructure Mods face up near your play area.
6. Place any number of your Mech Mods over the abilities on your faction mat.
7. If desired, deduct $15 from your Wealth to purchase a Perk to use in this game. **Then, cross off any remaining Wealth on your Campaign Log.**

THE GAME ENDS IMMEDIATELY WHEN A PLAYER DESTROYS MAD TESLA OR PLACES THEIR 6TH STAR ON THE TRIUMPH TRACK.

AUTOMA

EPISODE 8B
SKIP TRIUMPHS

SETUP

If the Automa chooses its player mat first, it chooses one at random (it can take the Industrial and Patriotic mats no matter what faction it plays). The only effect of the Automa's choice is that the player mat is now unavailable.

With 3 or more players, each Automa will draw a random mat if there is a human player anywhere behind it in the player order.

END-GAME SCORING

1. Gain $10 if you destroyed Mad Tesla.
2. Record stars and coins on your Campaign Log.
3. Proceed to page 42.

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MAD TESLA
(BOX E AND PUNCHBOARD TILE)

Mad Tesla is an autonomous unit that players may engage in combat either as an attacker or defender. When playing with Mad Tesla, the game ends immediately when Mad Tesla is destroyed or a player places their 6th star on the Triumph Track.

SETUP

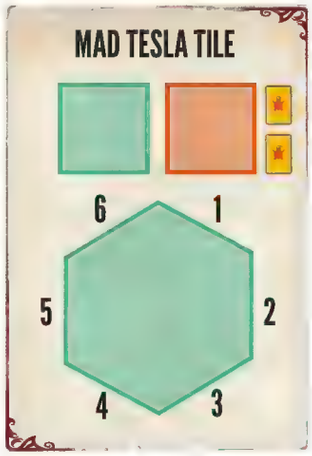
1. Place the Tesla miniature on the Factory.
2. Discard the top 2 cards of the Combat Card deck.
3. Place an unused faction's popularity token on the 16 spot on the Power Track. This indicates Tesla's "health" and is not spent in combat.
4. Mad Tesla is always LAST in turn order. Place the Mad Tesla Tile between the first and last player as a reminder, oriented with the rest of the board. You will use this tile for Tesla's movement.

ONGOING RULES

- After any combat (between players or between a player and Mad Tesla), the attacker discards combat cards first, and then the defender discards. In this way, the defender's cards will be on the top of the discard pile, which will matter for the next combat with Mad Tesla.
- Mad Tesla controls territories like any other unit.
- Mad Tesla forces workers to retreat back to their base like any other combat unit.
- Any player may initiate combat with Mad Tesla, and he may initiate combat with any player.

MOVEMENT

Tesla, in his madness, patrols the land, attempting to atone for his mistakes by destroying his creations and those who use them.



On Mad Tesla's turn, roll the blue six-sided die, placing it on the Mad Tesla Tile. Move Mad Tesla according to the Mad Tesla Tile. If his first movement doesn't initiate combat, roll the die again and move Mad Tesla again. Stop there—don't move him a third time.

- If Mad Tesla would move off the map, he returns to the Factory. This may initiate a combat.
- Mad Tesla is not blocked by rivers and may move onto lake territories.
- Mad Tesla does not use tunnels.
- Mad Tesla is a combat unit for the purposes of all movement and unit interactions.
- Mad Tesla does not interact with any tokens (Encounters, Traps, Influence, etc.).

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COMBAT AGAINST MAD TESLA

In the rare case that you enter 2 combats on your turn and one of them is on the Factory against Mad Tesla, you must execute that combat first.

1. Gain 1 Popularity.
2. Set your combat dial and select combat cards as usual.
   a. Mad Tesla's base power is equal to the top 2 cards on the combat card discard pile.
   b. Mech Mods, Infrastructure Mods, and mech abilities that affect an opponent's power/combat cards do not apply to combat with Mad Tesla (they are marked with the icon). Combat abilities that affect only the player may be used, but there is no way to reduce Mad Tesla's power or combat cards.
3. Roll the orange six-sided die, placing it on the Combat slot on the Mad Tesla tile. Add the number on that die to Mad Tesla's base power (the sum of the top 2 combat cards in the discard pile) to determine his total combat strength.
4. Determine the winner. Attacker wins ties, as usual.

   IF YOU LOSE: Treat it as any other combat loss, but in addition to you retreating, Mad Tesla also retreats (back to the Factory). This may initiate another combat.

   IF YOU WIN: Mad Tesla retreats to the Factory.* This may initiate another combat, but first follow these steps to complete the current combat.

   a. Mad Tesla retreats to the Factory.
   b. Gain 1 Popularity. (This is in addition to the popularity gained at the start of combat.)
   c. Place a combat star on the Triumph Track (if possible).
   d. Reduce Mad Tesla's power on the Power Track by the difference between your totals (in the case of a tie, reduce it by 1).

      If you reduce Mad Tesla's power to 0, he is **destroyed** (removed from the board). You gain $10, complete your turn, and then the game ends immediately.

**If you win combat against Mad Tesla on the Factory, he retreats to an unoccupied adjacent territory of your choice. If all adjacent territories are occupied, roll the die, move Mad Tesla according to the Mad Tesla Tile, and he proceeds to initiate combat.*

EXAMPLE: *In the game's first battle with Mad Tesla, Josh reveals a total combat strength of 11. Mad Tesla's total combat strength is 8 (from a 3 on the die and combat cards valued at 2 and 3 on top of the discard pile). Josh wins, so he gains 1 popularity and may place a combat star (if possible). Then he reduces Mad Tesla's power token from 10 (where it starts the game) to 13, because Josh's strength of 11 is 3 more than the Mad Tesla's 8.*

BOX E: MAD TESLA

AUTOMA

SPECIAL RULES

- The Automa will discard combat cards in random order.
- In all Automa Move actions Tesla is treated as any other enemy combat unit.
- The Automa gains popularity in the exact same way that you do when (and only when) fighting mad Tesla. Remember that it starts at 10.
  - Apart from this, the Automa's popularity never changes.
- If Tesla would move to a territory with an Automa unit, reroll the movement die once and keep that roll.
- If the Automa wins a combat against Tesla on the Factory and there's at least 1 unoccupied adjacent territory, roll a six-sided die and use the Mad Tesla tile to determine where Tesla goes. Reroll until an unoccupied territory is chosen.

END OF GAME

Remember that in this episode the Automa's popularity could change and this affects the coins it gains at the end of the game.

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THE RISE OF...

Use the chart on this page to calculate the overall campaign winner. You are essentially doubling your Episode 8a or 8b score and adding to it any $25 bonuses from completed rows/columns on your Triumph Log.

To download and print additional copies of this chart, please visit www.stonemaiergames.com/games/scythe/scythe-the-rise-of-fenris/

CAMPAIGN WINNER CALCULATION AND ECONOMIC LEADERSHIP

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6	PLAYER 7
EPISODE 8 SCORE							
EPISODE 8 SCORE							
$25 TRIUMPH LOG BONUS TOTAL							
TOTAL							

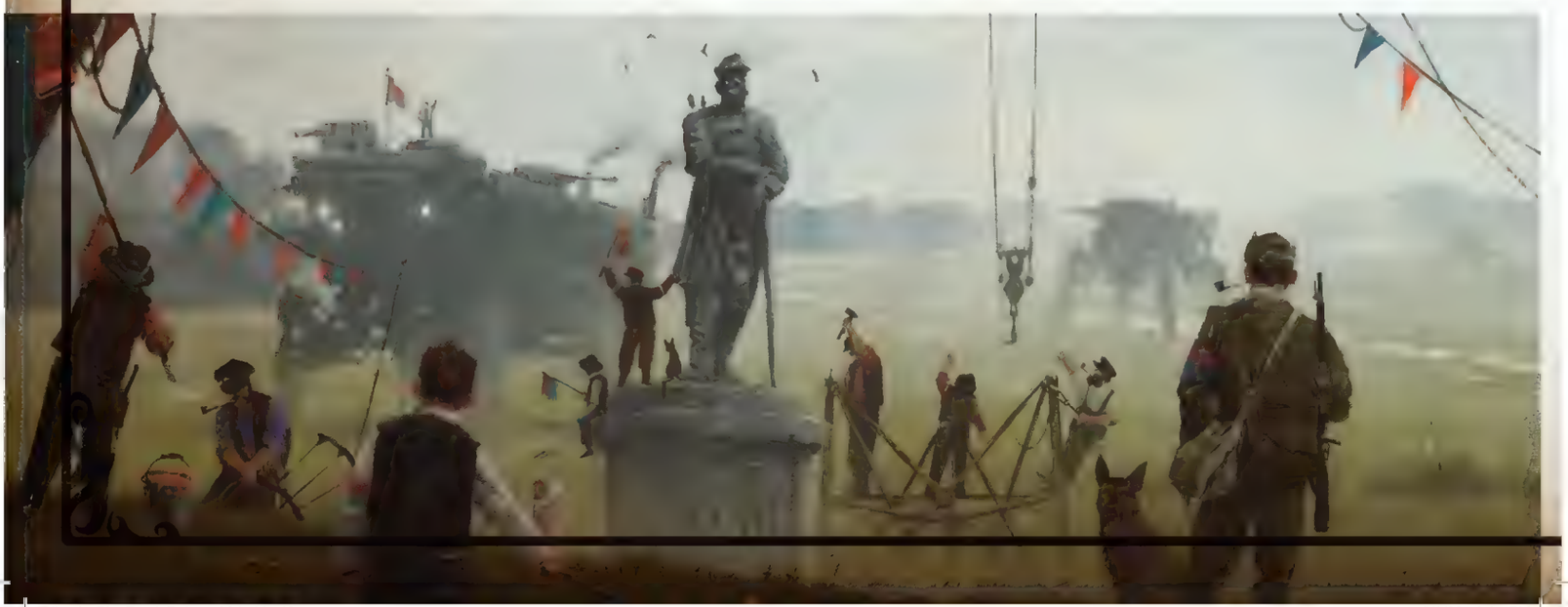
The player with the highest total in the above chart is the overall campaign winner (if there is a tie, share the victory). You have established yourself as the dominant power in Eastern Europa!

Each player can now determine their leadership style. To do this, you will need to consider 2 additional categories: governance and military. Where you rank among players in these categories will determine the 3 aspects of your leadership style.

"A" LEVEL If you have the HIGHEST total in the category.

"B" LEVEL If you have the SECOND highest total in the category.

"C" LEVEL If you have the THIRD highest total, or lower, in the category.



GOVERNANCE LEADERSHIP

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6	PLAYER 7
INFRASTRUCTURE MOD (#)							
STARS TOTAL: UPGRADES FROM CAMPAIGN LOG							
STARS TOTAL: STRUCTURES FROM CAMPAIGN LOG							
STARS TOTAL: WORKERS FROM CAMPAIGN LOG							
STARS TOTAL: OBJECTIVES FROM CAMPAIGN LOG							
STARS TOTAL: POPULARITY FROM CAMPAIGN LOG							
TOTAL							

MILITARY LEADERSHIP

	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4	PLAYER 5	PLAYER 6	PLAYER 7
MECH MODS (#)							
STARS TOTAL: DEPLOY FROM CAMPAIGN LOG							
STARS TOTAL: ENLIST FROM CAMPAIGN LOG							
STARS TOTAL: COMBAT FROM CAMPAIGN LOG							
STARS TOTAL: POWER FROM CAMPAIGN LOG							
TOTAL							

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To see the consequences of your leadership, read the following descriptions for each category, beginning with your "A" rank and proceeding to "B" and finally "C." If you have multiple categories of the same rank, you may read them in any order.

	ECONOMY	GOVERNANCE	MILITARY
"A" LEADERSHIP (HIGHEST AMONG ALL PLAYERS)	It takes time and hard work, but you lead Europa into an economic Golden Age. Quicker than expected, your leadership has established prosperity across all levels of society as stock markets boom, industries thrive, and quality of life begins to rise for everyone. In a world of abundant opportunity and bright future prospects, the citizens of Europa begin to rest easier than they have in living memory.	With careful planning and foresight, you undertake an ambitious recovery plan. Your uncanny ability to meet objectives helps you rapidly restore infrastructure and build a strong sense of purpose and community between nations. People are pleased at the pace of rebuilding, as well as the sense of international unity that they have lacked for years. The arts begin to thrive, and everyone praises your vision and dedication to global well-being.	You crushed your enemies in the final confrontation through sheer force, and you see little reason to change your ways now. Displays of might are your signature as you force Europa into a time of peace with the most powerful mechs in the world on constant patrol, enforcing your laws. Throughout Europa, leaders and workers alike resent your iron fist, but none are willing to challenge you.
MEANWHILE			
"B" LEADERSHIP (SECOND HIGHEST AMONG ALL PLAYERS)	Managing Europa's economy is a struggle, but you manage to keep it afloat. Over time, however, it becomes clear where your priorities lie, as your friends and allies prosper while the rest of Europa stagnates. Furthermore, the aristocracies across the Continent flourish under your leadership, but the general public struggle to see even moderate growth. Rumblings of discontent persist, though little comes of it. For now.	You struggle to establish a strong sense of global purpose. Under your guidance, individual nations manage to rebuild their infrastructure, but without clear objectives or focused attention on global unity. Relieved to see the end of war, people are mostly satisfied, but there is growing concern over the lack of unified leadership. Relations between countries remain ambivalent—the peace is holding, but global good-will is elusive.	You value military strength, but refrain from using it as a first resort. As nations continue to recover, you recognize the value of backing your policies up with a quiet, but powerful, display of strength. You quash any uprisings quickly and absolutely, but as long as national leaders and their people remain peaceable, you are content to let your military stand watch silently, ready to intervene at a moment's notice.
FINALLY			
"C" LEADERSHIP (THIRD HIGHEST, OR LOWER, AMONG ALL PLAYERS)	The chaos of this conflict has ravaged Europa economically, and you have failed to turn things around. In the years following your ascension, economies have limped along at best, and the peasantry has grown increasingly discontent. To make matters worse, rumors swirl that the other leaders of Europa have lost faith in you, and your authority remains forever tenuous. Only time will tell whether your other strengths will be enough to hold the world together.	Governance is not your strong suit, and your limited vision has allowed international relations to remain tense. Roads and railways lie in disrepair. Infrastructure suffers from neglect. With limited means of transporting people or goods, any goodwill remaining between nations dwindles. The continually fractured infrastructure, combined with a lack of international purpose or unity, leads to discontent that grows with each passing year.	The fact that you won the final confrontation baffles many throughout Europa, and you continue to struggle with your military. You have chosen instead to lead by example, relying on economic growth and a clear vision of a peaceful Europa to guide you through this second recovery since the Great War. Still, you remain vulnerable to uprisings and rely heavily on the cooperation of other nations, and their leaders, to maintain the peace.

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DESOLATION: A COOPERATIVE MODULE

Desolation is a fully cooperative module for Scythe. Players work together in a race to fulfill global goals (have at least 1 star on every Triumph category or destroy all Desolation units) before the Desolation faction wins!

SETUP

1. Set up the game as normal using any combination of factions.
   a. Do not use alternative Triumph Tracks, Rivals, Mad Tesla, or resolution tiles.
   b. See Variants section for other options, including airships.
2. Randomize the 21 Triumph Tiles—including the 5 tiles that can only be used with this module—and reveal a number of tiles based on player count, overlaying them on top of the Triumph Track (and in that general area of the table). One of the ways to win is for there to be at least 1 star on each Triumph Tile.

1 PLAYER: 5 tiles (do not use the 5-star tile, and draw and discard another tile if you reveal 2 objective tiles)	**3 PLAYERS:** 10 tiles **4 PLAYERS:** 12 tiles **5 PLAYERS:** 14 tiles **6 PLAYERS:** 16 tiles **7 PLAYERS:** 18 tiles
2 PLAYERS: 8 tiles	

3. Place the Desolation tile next to the game board (or, in 1-2 player games, covering any exposed parts of the original Triumph Track).
4. Choose an inactive faction to represent the Desolation faction (aesthetically, we recommend the Fenris faction if it's available).
   a. Place the Desolation's 4 mechs and 1 character, as well as the Tesla miniature, on each of the 6 territories surrounding the Factory.
   b. Place the Desolation's popularity token at 18 popularity and the blue die on 12 popularity. (Popularity serves as a game timer, and 12 is when the Desolation units will start moving.)
   c. Place the Desolation's 6 star tokens and the orange die next to the Desolation Tile.
   d. Draw a combat card, place it next to the Desolation tile, and mark the amount on the power track. This is the Desolation's current power.
5. The first player is, as usual, the player with the lowest-numbered player mat. Desolation takes the last turn each round.

COOPERATION

Each player operates only their own faction, in that you can only move/transport your units, boost your popularity, build your structures, retreat to your own home base, etc.

However, the game views all players as the same faction for purposes of control. As a result:

- You can spend resources controlled by any player (with their consent), and your mechs can transport another player's resources.
- Multiple players can have units on the same territory (they all control any resources on that territory). You cannot engage in combat (or any conflict) with other players. Each territory may still only contain 1 structure.
- Your Mill will produce even if another player has units on its territory, and any player may move units through any Mine.
- Multiple players can team up in defensive combat against Desolation to play more combat cards.
- For tokens that reference "opponents" (e.g., Traps and Influence tokens), all players ignore them, as they are not opponents in this module. Their respective factions can still use them for movement purposes.

OTHER CLARIFICATIONS:

- Each player may only achieve objectives—and the "control 16 resources" Triumph Tile—using standard competitive rules (i.e., for objectives, you can't share resources, units, territory, etc).
- Objectives and combat cards are public knowledge.
- For the 5-star Triumph Tile, you place your 6th star on it immediately after you place your 5th star.
- For the 7-territory Triumph Tile, you cannot achieve it in the middle of a Move action. For this purpose, the Factory counts as 1 territory, not 3.
- For the structure bonus Triumph Tile, to achieve it, you must build all 4 structures in such a way that they would maximize the structure bonus tile reward.

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DESOLATION TURN

The Desolation faction takes the last turn each round. Follow these steps in order on the Desolation faction's turn:

1. **POPULARITY:** Reduce its popularity by 1 (this is just a timer).
   a. If the Desolation popularity is 13-17, its turn is over (no movement).
   b. If the Desolation popularity is 1-12, proceed to movement rules below.
   c. If the Desolation popularity reaches 0, the game ends, and the Desolation faction wins.
2. **MOVEMENT:** Roll the blue die. The number on the die corresponds to the directional hex on the Desolation tile. Move ALL Desolation units in that direction.
   - A Desolation unit cannot move onto a territory containing another Desolation unit. Move these units in an order so that as many of them move as possible.
   - Desolation units can cross rivers and move onto lakes, but they can't use tunnels or interact with tokens.
   - If a Desolation unit moves onto a territory containing a player's workers (but no combat units), the workers retreat back to their home base. The Desolation faction does not lose popularity for this.
   - If there are resources on a territory with a Desolation unit (most likely from winning combat), it transports those resources as it moves.

COMBAT

Any player may initiate combat with a Desolation unit, just as a Desolation unit may initiate combat with any player (if multiple Desolation units initiate combat, players choose the order in which those combats happen). Follow these steps in order:

1. Set your power dial and select combat cards as usual. This is done in full view of all players, not secretly.
   a. If you're defending against Desolation with combat units from multiple players on the same territory, each player can use mech abilities and play combat cards for their units. However, only one involved player spends power—their own—via the power dial.
   b. A Desolation unit's base power is equal to the sum of the card(s) next to the Desolation tile. There is only 1 such card at the beginning of the game (see "If you win combat" for an explanation of how the quantity of cards increases).
   c. Mech Mods, Infrastructure Mods, and mech abilities that affect an opponent's power/combat cards do not apply to combat against Desolation (they are marked with the icon). Combat abilities that affect only the player may be used, but there is no way to reduce Desolation's power or combat cards.
2. Roll the orange six-sided die, placing it on the Combat slot on the Desolation tile. Add the number on that die to the Desolation's base power (combat cards next to the Desolation tile) to determine its total combat strength.
3. Determine the winner. Attacker wins ties, as usual.

IF YOU LOSE COMBAT: Treat it as any other combat loss for yourself. The Desolation faction places a star on the Desolation tile. If it is the 6th Desolation star on the tile, players lose the game immediately.

IF YOU WIN COMBAT: Destroy the Desolation unit (remove it from the game). Then draw a combat card, place it next to the Desolation tile, and mark the increase on the power track (max 16 power). One of the players involved in combat places a combat victory star if available among the Triumph Tiles (there can be multiple defending players in combat, but only 1 star placed).

END OF GAME

LOSING: Players lose the game immediately if the Desolation faction has 6 stars on the Desolation Tile or 0 popularity (i.e., time runs out).

WINNING: Players win the game immediately if there is at least 1 star on each Triumph Tile or if they destroy all 6 Desolation units.

VARIANTS

EASIER: Use Mech Mods, Infrastructure Mods, and/or Alliances.

HARDER: Whenever a Desolation unit displaces a worker via movement or combat, Desolation loses 1 popularity per worker (i.e., it advances the timer).

WIND GAMBIT: You can use airships from **The Wind Gambit** with this module, but we don't recommend it for the first few plays, as some of the airship abilities may result in confusing interactions due to cooperative play.

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MULTIPLAYER AUTOMA VARIANT

PLAYING SCYTHE WITH ANY COMBINATION OF HUMANS AND AUTOMAS—SEMI-OFFICIAL VARIANT

While designing the Automa (solo mode, artificial player) for Scythe we considered making it possible to play with different combinations of human and Automa players, but, for multiple reasons, decided against it. We did want to keep the door open to this possibility and made certain that the solo rules wouldn't prevent us from eventually implementing this as an option. We tried to phrase the original Automa rules with this option in mind.

During the Kickstarter for Scythe many backers requested versions of the Scythe Automa that allowed it to be used with multiple human players, with multiple Automas, or both. Some wanted to play cooperatively, others wanted extra players in a competitive game. Thus, we created the variant presented in this section, which covers all combinations of these options.

Before we get started, it's important to stress that this variant is not an official part of the rules. It hasn't been through an extensive testing and development process, but it has proven very popular in the community. We thought it would be nice to include a printed version in this rulebook.

In addition, it's important to note that we do not recommend using this variant until you feel that you have the normal Automa rules down.

GAME MODES

In this variant, you choose the number of humans and Automas you want to play with — up to the normal maximum number of players. The Automas each get a faction and take their place in the turn order as a human player would. They play by the rules in the Automa rulebook as well as the additional rules described below.

You can choose to play this variant in two ways:

COOPERATIVELY, WITH ALL HUMAN PLAYERS AGAINST ALL AUTOMA PLAYERS:

- At the end of the game, compare the average number of coins of the human players against that of the Automa players and determine the winner as if it were a 2-player game.
- The term "enemy," as used in the rulebook, means any human player.

COMPETITIVELY:

- Determine the winner as you would in a regular multiplayer game.
- The term "enemy," as used in the rulebook, means any other player — human or Automa.

REFERRING TO AUTOMA UNITS

A lot of the Scythe Automa rules refer to Automa units. When playing with multiple Automas you should interpret this as referring only to the units of the currently active Automa. E.g. when the Move Worker rules state that the destination hex is the "valid hex that is in the neighborhood of the most Automa units [...]", you should only consider those Automa units belonging to the Automa performing the Move Worker action.

SETUP

Follow the setup instructions in the main rulebook for the human players and do the setup steps in the Automa rulebook for each Automa (e.g., each gets its own faction mat, units, etc.).

If you play with multiple Automas, it's easier to manage them if they're all playing at the same difficulty level, but they don't need to be. If you have multiple Automas with the same difficulty level, they'll each have a marker on the star tracker.

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Ideally, you'll have one deck of Automa cards per Automa, but you can make do with only a single deck. If you want extra Automa decks, the Scythe community has you covered. Timothy Cherna has released an app for iOS and Android called ScytheKick, and Jonathan Nagy created a webpage at http://ai.nagytech.com/scythe/ where you can have multiple Automa decks open in separate browser tabs. If you want additional physical decks, you can order extras from the Stonemaier store or download, print, and cut the card files found here: https://app.box.com/folder/4995749493

TURN ORDER AND AUTOMA CARDS

Take turns as you would in the multiplayer game, with each Automa taking its turn as a separate player.

If you have enough Automa card decks, let each Automa draw from a separate deck. If not, all Automas draw from the same deck, but they still get separate cards. With just one deck, you'll have to reshuffle more frequently and you might have bigger swings in how the Automas play.

RECRUIT BONUSES

Your ongoing recruit bonuses are only triggered by card draws made by those Automas neighboring you, just as if it were a multiplayer game with only human players.

THE STAR TRACKER CARDS AND SCHEMES

As mentioned, each Automa will have its own token on a star tracker card:

- The star tracker token for each Automa is moved forward independently of any other Automa. The movement is based solely on the Automa cards drawn during that individual Automa's turn.
- The Automas will place stars independently.
- Each Automa will start using Scheme II independently of the others.

COMBAT

If combat occurs between two Automas, then each draws its own Automa card to determine the amount of power and combat cards used. The winner is determined as normal, but no resources are placed as a result of the combat.

If you conquer a territory owned by an Automa, the number of resources placed on the hex depends on whether or not you are using one Automa deck per Automa:

- If you have one deck per Automa, place resources equal to the number of resources on the last Automa card used by that Automa that wasn't used for combat.
- If you only have one Automa deck, place resources equal to the number of resources on the last Automa card used by any Automa that wasn't used for combat.

REPLACING THE NORMAL ENGLISH READING ORDER TIEBREAKER

Several rules use the normal English reading order tiebreaker. For this variant, that tiebreaker is replaced by the following:

1. Place an Automa recruit token on Albion's home base.
2. Instead of using the Normal English Reading Order Tiebreaker, select the territory that is closest to the recruit token.
3. If two or more territories are the same distance from the Automa recruit token tiebreaker marker, simply move the token for the two home bases clockwise and perform the tiebreaker again until one of the territories is selected.
4. After using this tiebreaker, move the recruit tokens for the two home bases clockwise.

So, the 2nd use of the tiebreaker would select the territory closest to the Rusviet base and the 3rd would select the territory closest to the Crimean base, and so on.

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MODULAR RULES

This guide contains spoilers for The Rise of Fenris, so please only read this if one of the following applies to you:

1. **You have completed the 8-game campaign.** Great! You can now replay the campaign or use this as a modular expansion from now on.
2. **You want to skip the campaign and use The Rise of Fenris as a modular expansion.** This is totally fine. You'll miss out on the persistent elements and the discovery aspect of the campaign, but these modules function well outside of the context of the campaign.

The modules in The Rise of Fenris can be mixed and matched as you wish. If there's a certain combination that provides the most fun experience for your group, play with it! The following chart illustrates where you can find the rules for each module and recommended uses. These modules are compatible with the first two expansions for **Scythe, Invaders from Afar**, and **The Wind Gambit**.

AUTOMA MODULAR RULES

AUTOMA

SKIP TRIUMPHS

When using the Modular rules for playing Scythe: Rise of the Fenris with any Automa, Stars gained via the Star Tracker are placed beside the board, as in the base game rules. The "Skip Triumph" sections now only indicate those Triumphs that the Automa can achieve through gameplay, aside from via the Star Tracker. Unless otherwise specified, these will be

NAME	AUTOMA RULES
MODS	• If you're using Infrastructure Mods only, the Automa "buys" 2 Infrastructure Mods. • If you're using Mech Mods only, the Automa "buys" 3 Mech Mods. • If you're using both types of Mods, The Automa "buys" 4 Infrastructure Mods. See Page 6 - Mods.
WAR TRIUMPH TRACK	• See items labeled WAR TRACK in Episode 2a, Page 17. • In addition to stars it gains from the Star Tracker, the Automa can achieve these Triumphs:
RIVALS	See items labeled RIVALS in Episode 2a, Page 17.
PEACE TRIUMPH TRACK	• See items labeled PEACE TRACK in Episode 2b, Page 19. • If you're playing without Alliances, the Automa switches to Scheme II only after the Star Tracker reaches the first star and the Automa has been involved either in combat or an action in which a worker retreats. • In addition to stars it gains from the Star Tracker, the Automa can achieve these Triumphs:
ALLIANCES	See items labeled ALLIANCES in Episode 2b, Page 19.
VESNA FACTION	The Automa may play as or against Vesna. See Box A - Vesna Rules, Page 23.
FENRIS FACTION	The Automa may play as or against Fenris. See Box D - Fenris Rules, Page 31.
TESLA	• The Automa uses no special rules to find Encounter tokens. • If the Automa controls Tesla, he's treated as a mech for all actions. • Playing against Tesla, the Automa treats him as any enemy combat unit.
TRIUMPH TILES	In addition to its gains from the Star Tracker, the Automa can achieve these Triumphs: (IF INCLUDED)
MAD TESLA	See Box E - Mad Tesla, Page 41
DESOLATION	The Automa doesn't support Desolation.

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NAME	LOCATION	RECOMMENDED USES
MECH MODS	Campaign rules (punchboard 2) Page 6	Use Mech Mods if you want to add more variety to each faction. After determining your faction and player mats, draw 4 Mech Mods at random (redraw duplicates) and place up to 2 of them on your faction mat. Discard all Mech Mods you neither choose nor place.
INFRASTRUCTURE MODS	Campaign rules (punchboard 3) Page 7	Use Infrastructure Mods if you want to add more flexibility to the constraints presented to you by the player mats. After determining your faction and player mats, draw 4 Infrastructure Mods at random (redraw duplicates) and place up to 2 of them face up next to your player mat. Discard all Infrastructure Mods you neither choose nor place.
WAR TRIUMPH TRACK	Episode 2a (punchboard 1) Page 16	Use the War Triumph Track if you want to encourage combat between players.
RIVALS	Episode 2a Page 16	Rivals is designed to be used with the War Triumph Track, but it can be used without it if you want slightly more focus on combat. In those games, only place up to 2 stars on opponent(s) home bases instead of 4. Rivals is incompatible with the Peace Triumph Track.
PEACE TRIUMPH TRACK	Episode 2b (punchboard 1) Page 18	Use the Peace Triumph Track if you want to discourage combat between players. The Peace Triumph Track is incompatible with Rivals and objective card #23.
ALLIANCES	Episode 2b (punchboards 1 and 5) Page 18	Use Alliances if you want a more formal system of diplomacy than in standard Scythe.
VESNA FACTION	Episode 3 (Box A & punchboard 4) Page 22-23	Mix in Vesna with the other factions for every game.
FENRIS FACTION	Episode 5 (Boxes B-D & punchboard 5) Pages 30-31	Mix in Fenris with the other factions for every game. Box B contains Fenris workers. Box C contains 1 Annihilator mech. Box D and the punchboard contains all other Fenris materials.
TESLA	Episode 7 (Box E) Page 37	Include Tesla if you want to encourage exploration. The first player to have 3 encounters completes the third encounter and then controls Tesla, placing him on the 3rd encounter territory. Tesla can alternately be assigned at the beginning of a game to any faction you consider to be "weaker" than the other factions. In that case, he starts on that faction's home base.
TRIUMPH TILES	Episode 8a (punchboard 6) Page 37	Use the Triumph Tiles when you want some variability in how to achieve stars. Randomize them and place them on all 10 slots of the Triumph Track.
MAD TESLA	Episode 8b (Box E & punchboard 6) Pages 40-41	Use the Mad Tesla module if you're looking for an NPC to fight instead of (or in addition to) other players. Tesla begins on the Factory. You can choose to end the game if Tesla is defeated (or someone places their 6th star), as the rules state, or you can just play until someone places their 6th star.
DESOLATION	(punchboard 6) Pages 46-47	This cooperative module can be implemented using any inactive faction plus an extra miniature (6 total miniatures are needed). Players may use any combination of factions from the core game and expansions.
MULTIPLAYER AUTOMA	Pages 48-49	Use Automa in multiplayer games when you're already comfortable with the Automa rules and want to include a mix of humans and autonomous factions.

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I just wanted to express my utmost gratitude to Jakub Rozalski for creating the 1920+ alternate history and allow me to design a game in that world. Thank you to all of the Kickstarter backers who originally brought this game to life in 2015, and thank you to the hundreds of thousands of Scythians who have joined us since then. This game has had a profound impact on Stonemaier Games and on my life, and it's bittersweet to bring the Scythe expansion trilogy to a close. However, I hope the characters, story, and mechanisms continue to thrive and evolve on tabletops around the world via homebrew expansions, unique combinations of modules, and the various digital versions. From the bottom of my heart, thank you for joining me in this journey.

—Jamey

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